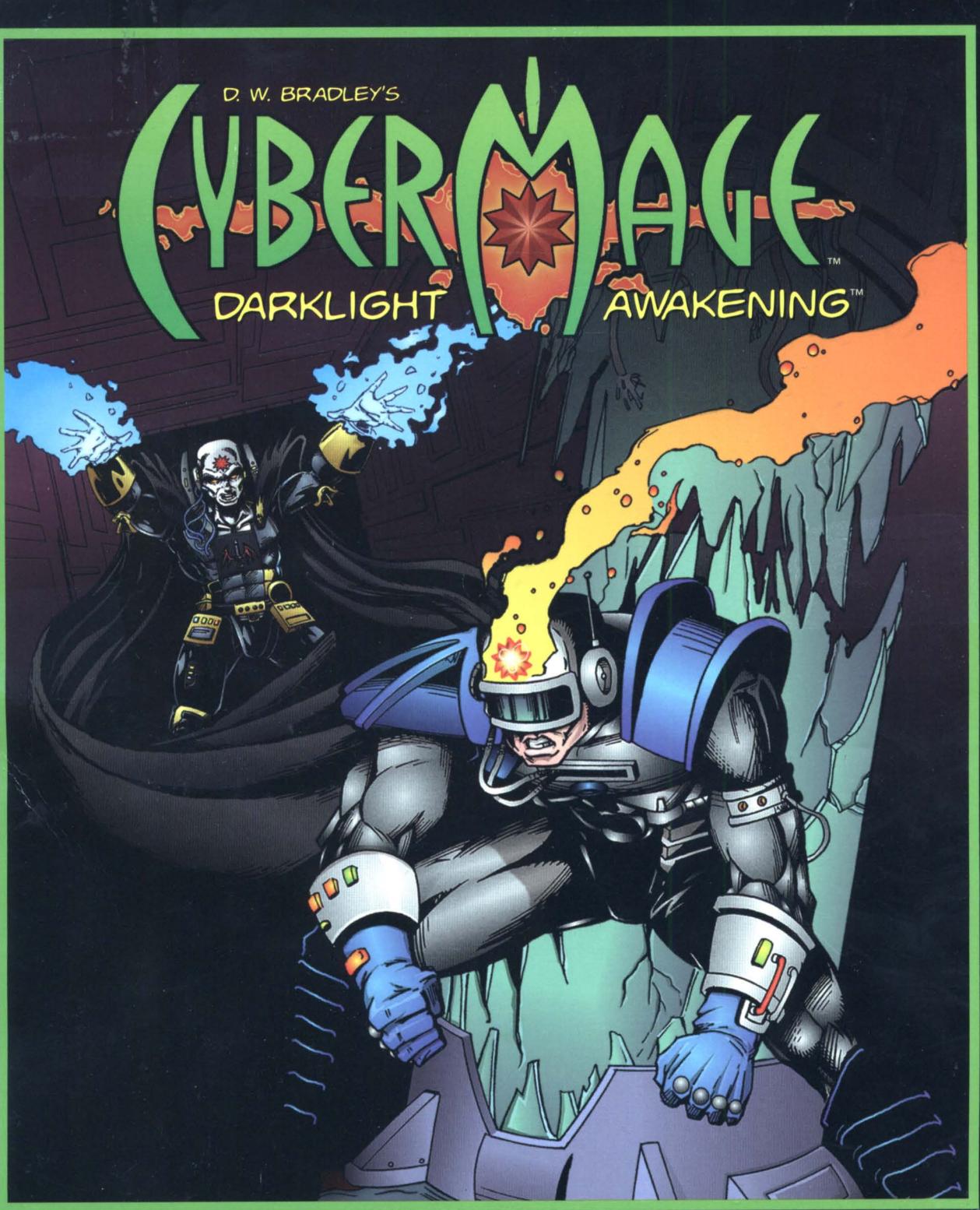


D. W. BRADLEY'S

CYBERIMAGE

DARKLIGHT

AWAKENING™

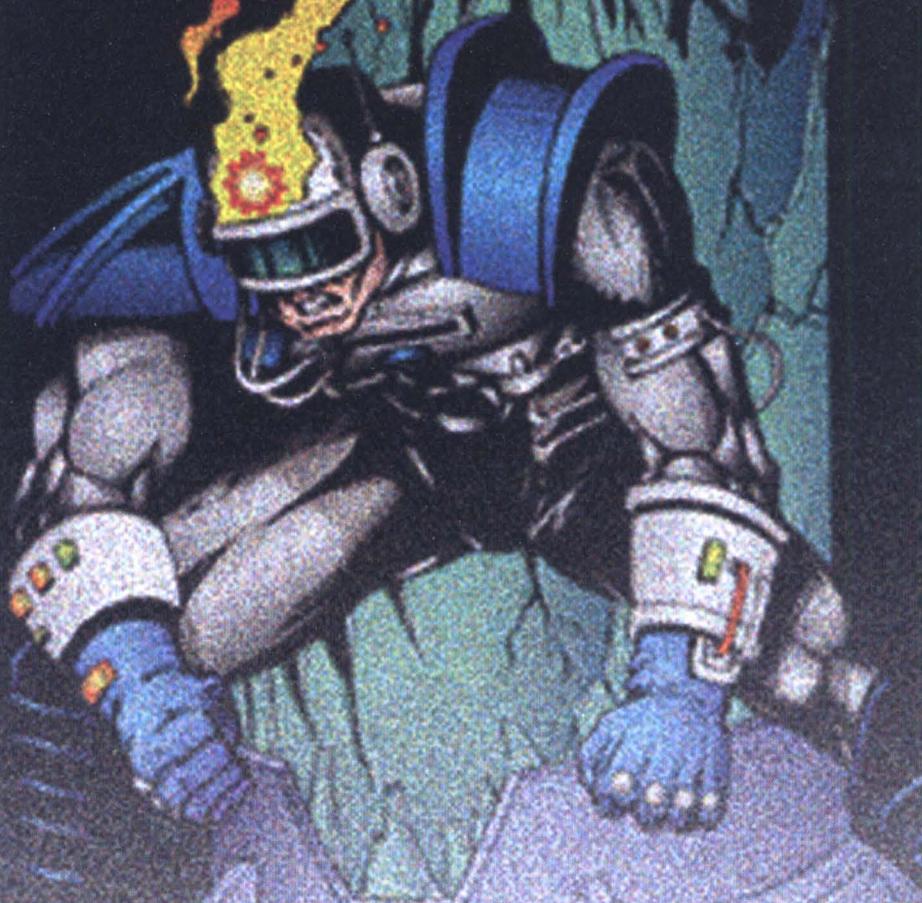


ORIGIN'S OFFICIAL GUIDE TO

D. W. BRADLEY'S

CYBERMAGE

DARKLIGHT  AWAKENING™



By Chris W. McCubbin

REDITS

Author	Chris W. McCubbin
Graphic Design	Lisa Goodrich and Wendi Dunn
Editors	Tuesday Frase and David Ladyman
Cover Illustration and Comic Art	Ashley Underwood
Additional Art	Whitney Ayres and C.J. Taylor
Quality Assurance Project Leader	Jonathan Piasecki
QA Assistant Project Leader	Monte Mathis
QA Walkthrough Liaison	Rhea Shelley
QA Map Liaison	Lisa Acton
And the rest of the QA whizzes	Anthony Castoro, Hal Milton, Joseph Bass, Rob Windisman, Jason Kelley
Additional Assistance	Chris Plummer
<i>CyberMage</i> designed by	D. W. Bradley
Producer	Warren Spector
Associate Producer	Harvey Smith

ISBN: 0-929373-25-1

© Copyright 1995, David W. Bradley and ORIGIN Systems, Inc.
All rights reserved, including the right of reproduction in whole or in part in any form.

ORIGIN Systems, Inc.
5918 West Courtyard Drive
Austin, Texas 78730

Manufactured in the United States of America.

Limits of Liability and Disclaimer of Warranty: the authors and publishers of this book have used their best efforts in preparing this book and the programs contained in it. These efforts include the development, research, and testing of the theories and procedures to determine their effectiveness. The authors and publishers make no warranty of any kind, expressed or implied, with regard to these programs or the documentation contained in this book. the author and publisher specifically disclaim any warranties of merchantability or fitness for a particular purpose. the authors and publishers shall not be liable in any event for incidental or consequential damages in connection with or arising out of, the furnishing, performance, or use of these programs.

Origin and We create worlds are registered trademarks of ORIGIN Systems, Inc. CyberMage is a trademark of David W. Bradley. Darklight Awakening is a trademark of ORIGIN Systems. Electronic Arts is a registered trademark of Electronic Arts.



TABLE OF CONTENTS

How to Use This Book.....4

Item Lists

Complete Item List.....	5
Item List by Scene	6
Item List by Type	7

Weapons

Powerblade, Shock Mace	8
Razor Axe, Laser Pistol	8
Blast Rifle, Submachine Gun	9
Plasma Gun, Rocket Gun	9
Fusion Gun.....	10
Heavy Blaster Machine Gun	10
Grenades, Hover Bombs.....	10
Darklight Icons.....	11
Darklight Foil	11

Powers

Star Bolt, Electroscism.....	12
Magna Rip, Painwave	12
Psifire, LunaLight	13
Prisma, Nova.....	13

Items

Personal Log, Jump Jet	14
Damma-Cron, Regen Pak.....	14
Medi-Kit, Armorseal	15
Life Scanner, Power Scanner	15
Icon Wings	15

friends, foes and creatures

Cultie.....	16
Dragonbat, Drone, Earth Mother.....	17
Fire Mother, Ganger	18
Gang X, Genno	19
Ghoulie, Hellspider	20
Legion of Doom, M. Katt, Metabot	21
Metacop, Mongo.....	22
Mung, NeCrom	23
Noxie, Rebel, Slugg	24
Sri-Feng, Spectre.....	25
Styx, Trooper	26

Hints

Maps

Scene 1: The Lab	35
Scene 2: The Slums.....	38
Scene 3: The City	42
Scene 4: Metacop Station.....	47
Scene 5: SARCorp.....	50
Scene 6: The DMZ	54
Scene 7: The Tunnels	58
Scene 8: The Gardens.....	62
Scene 9: The Temple	66
Scene 10: NeCrom's Lair	70

Walkthroughs

Scene 1: The Lab	73
Scene 2: The Slums.....	79
Scene 3: The City	85
Scene 4: Metacop Station.....	90
First City Interlude.....	94
Scene 5: SARCorp	96
Second City Interlude	104
Scene 6: The DMZ	106
Scene 7: The Tunnels.....	111
Scene 8: The Gardens	115
Scene 9: The Temple	118
Scene 10: NeCrom's Lair	125
Epilogue	127



HOW TO USE THIS BOOK

ORIGIN's Official Guide to *CyberMage: Darklight Awakening* is designed so that the further you get into the book, the more you learn about the game. If all you need is some general information and a few helpful hints, stick to the front of the book. If you want to know everything there is to know, or if you're hopelessly stuck, all will be revealed in the back of the book.

The first thing in the book is a **Complete Object List** (p. 5) listing every object in the game by name, type and initial location, and noting whether or not that object is unique. In fact, this list is also organized by type of object and location, on pp. 6-7.

Next comes **Weapons, Powers and Items** (pp. 8-15), which gives numerical stats and descriptions of all the weapons and powers in the game, as well as a selection of the most important miscellaneous items.

This is followed by a complete listing of all the **Friends, Foes and Creatures** (pp. 16-26) you might meet during the game, including several of the most important unique characters. Once again, this section includes both text descriptions and numerical stats.

The next section is devoted to **Hints** (pp. 27-33) in question-and-answer format, broken down scene-by-scene in chronological order. If you just need a gentle "nudge" in the right direction that doesn't give away any big surprises, start here.



Following that are detailed, full-page **Maps** (pp. 34-72) of every level in every scene. These maps not only show all the rooms, doors and hallways, but also every switch, enemy and useful item in the game.

Finally, there's the **Full Walkthrough** (pp. 73-127) that tells you exactly what to do to beat the game, including specific tactical advice. Pay attention to the sec-

tions marked "Optional." These are places that you don't absolutely have to visit to get to the end of the game, but they're listed on the walkthrough because something exceptionally interesting or profitable (and usually dangerous) awaits there.

The walkthrough also includes D. W. Bradley's **Complete Game Script**, so you can go back and remind yourself exactly what each important speech was all about.

COMPLETE ITEM LIST

Name	Type	First Found
◆ Activate Robots	Software	Metacop
◆ Aircar Remote	Widget	City
Armor 20 Pt.	Armor	Slums
Armor 30 Pt.	Armor	Metacop
Armor 40 Pt.	Armor	Lab
Armor 50 Pt.	Armor	Slums
Armor Exorb (60 Pt.)	Armor	SARCorp
Armor Radical (90 Pt.)	Armor	City or Temple
Armor Ultra (70 Pt.)	Armor	DMZ
Armorseal	Armor	Lab
◆ Bag Of Dust	Pass	Garden
Blast Pak	Ammo	Slums
Blast Rifle	Weapon (F)	Slums
◆ Bliss Card	Pass	City
Bodysuit	Armor	Lab
Boots 10 Pt.	Armor	Tunnels
Boots 20 Pt.	Armor	Slums
Boots 30 Pt.	Armor	Metacop
Boots 40 Pt.	Armor	Slums
Boots 50 Pt.	Armor	Metacop
Boots Exorb (60 Pt.)	Armor	SARCorp
Boots Radical (90 Pt.)	Armor	City or Temple
Boots Ultra (70 Pt.)	Armor	DMZ
◆ Bronze Key	Pass	Tunnels
Cash	Cash	Lab
◆ Cellblock Card	Pass	Metacop
◆ Cherry Stone	Pass	Temple
◆ Coder Globe	Pass	DMZ
◆ Darklight Foil	Weapon (H)	Temple
◆ Demon's Eye	Pass	Gardens
◆ Electric Key 1	Pass	Metacop
◆ Electric Key 2	Pass	Tunnels
◆ Eye of Fire 1	Pass	Temple
◆ Eye of Fire 2	Pass	Temple
◆ Firemother's Gift	Box	Temple
◆ Fuse	Widget	Metacop
Fusion Cell	Ammo	DMZ
Fusion Gun	Weapon (F)	SARCorp
Gloves 10 Pt.	Armor	Slums
Gloves 30 Pt.	Armor	Metacop
Gloves 40 Pt.	Armor	Slums
Gloves 50 Pt.	Armor	DMZ
Gloves Exorb (60 Pt.)	Armor	SARCorp
Gloves Radical (90 Pt.)	Armor	City or Temple
Gloves Ultra (70 Pt.)	Armor	DMZ
Grenade	Weapon (T)	Lab
Heavy Blaster	Weapon (F)	MetaCop
Heavy Blaster Ammo	Ammo	Tunnels
Helmet 20 Pt.	Armor	Slums
Helmet 40 Pt.	Armor	Labs
Helmet 50 Pt.	Armor	DMZ
Helmet Exorb (60 Pt.)	Armor	SARCorp
Helmet Radical (90 Pt.)	Armor	City or Temple
Helmet Ultra (70 Pt.)	Armor	DMZ
Hover Bomb	Weapon (T)	Lab
◆ Hub Key	Pass	SARCorp
◆ Ice Stone	Pass	Temple

Name	Type	First Found
Icon +2 Life	Bonus (P)	Slums
Icon +2 Mann-Ra	Bonus (P)	Slums
Icon +5 Life	Bonus (P)	Slums
Icon +5 Mann-Ra	Bonus (P)	Slums
Icon +25 Life	Bonus (P)	SARCorp
Icon +25 Mann-Ra	Bonus (P)	City
Icon Cloak	Defense Icon	SARCorp
Icon Dragon	Attack Icon	Temple
Icon Fire	Attack Icon	Lab
Icon Health	Healing	Lab
Icon Health 1000	Bonus (T)	Temple
Icon Incenera	Attack Icon	SARCorp
◆ Icon Magna-Rip Power	New Power	Slums
◆ Icon Nova Power	New Power	Temple
◆ Icon Painwave Power	New Power	SARCorp
Icon Power 1000	Bonus (T)	Gardens
Icon Protection	Defense Icon	Metacop
Icon Spectral	Attack Icon	Slums
Icon Wings	Flight	Garden
◆ Infiltrator	Pass	SARCorp
◆ Jump Jet	Flight	Metacop
◆ Katt 1-8	Tapes	SARCorp
◆ Keycard 1	Pass	Lab
◆ Keycard 2	Pass	Metacop
◆ Keycard 3	Pass	SARCorp
Laser Clip	Ammo	Lab
Laser Pistol	Weapon (F)	Lab
◆ Liberty's Card	Pass	City
Life Scanner	Scanner	Temple
Medikit	Healing	Tunnels
◆ Moon Stone	Pass	Temple
◆ Nex Card	Pass	City
◆ Pipe	Widget	Lab
Plasma Charge	Ammo	Metacop
Plasma Rifle	Weapon (F)	SARCorp
Power Blade	Weapon (H)	Lab
Power Scanner	Scanner	Temple
◆ Purge Robots Software	Software	Metacop
◆ Radio Key	Pass	DMZ
Razor Axe	Weapon (H)	Slums
Regen	Healing	Lab
◆ Retinal Mimic 1	Pass	Metacop
◆ Retinal Mimic 2	Pass	SARCorp
Rocket Gun	Weapon (F)	Metacop
Rockets	Ammo	SARCorp
◆ Sculpted Block 1	Pass	Temple
◆ Sculpted Block 2	Pass	Temple
◆ Security Badge	Pass	SARCorp
Shock Mace	Weapon (H)	Slums
◆ Skeleton Key	Pass	Garden
◆ Skull	Widget	Garden
◆ Steel Key	Pass	Temple
Submachine Gun	Weapon (F)	Slums
Submachine Gun Clip	Ammo	Slums
◆ Syp Decoder	Pass	Lab
◆ Vanni's Box	Box	City

A diamond (◆) indicates a unique item, available at only one point in the game.

Weapon (H,T,F) "H" indicates a hand weapon, "T" indicates a thrown weapon, and "F" a firearm.

Bonus (P,T) "P" indicates a permanent bonus, "T" a temporary bonus.



ITEM LIST BY SCENE

Name	Type	Name	Type	Name	Type
LABS		METACOP		TUNNELS	
Armor 40 Pt.	Armor	◆ Activate Robots	Software	Boots 10 Pt.	Armor
Armorseal	Armor	Armor 30 Pt.	Armor	◆ Bronze Key	Pass
Bodysuit	Armor	Boots 30 Pt.	Armor	◆ Electric Key 2	Pass
Cash	Cash	Boots 50 Pt.	Armor	Heavy Blaster Ammo	Ammo
Grenade	Weapon (T)	◆ Cellblock Card	Pass	Medikit	Healing
Helmet 40 Pt.	Armor	◆ Electric Key 1	Pass		
Hover Bomb	Weapon (T)	◆ Fuse	Widget		
Icon Fire	Attack Icon	Gloves 30 Pt.	Armor	GARDENS	
Icon Health	Healing	Heavy Blaster	Weapon (F)	◆ Bag Of Dust	Pass
◆ Keycard 1	Pass	Icon Protection	Defense Icon	◆ Demon's Eye	Pass
Laser Clip	Ammo	◆ Jump Jet	Flight	Icon Power 1000	Bonus (T)
Laser Pistol	Weapon (F)	◆ Keycard 2	Pass	Icon Wings	Flight
◆ Pipe	Widget	Plasma Charge	Ammo	◆ Skeleton Key	Pass
Power Blade	Weapon (H)	◆ Purge Robots Software	Software	◆ Skull	Widget
Regen	Healing	◆ Retinal Mimic 1	Pass		
◆ Syp Decoder	Pass	Rocket Gun	Weapon (F)	TEMPLE	
SLUMS				Armor Radical (90 Pt.)	Armor
Armor 20 Pt.	Armor	Armor Exorb (60 Pt.)	Armor	Boots Radical (90 Pt.)	Armor
Armor 50 Pt.	Armor	Boots Exorb (60 Pt.)	Armor	◆ Cherry Stone	Pass
Blast Pak	Ammo	Fusion Gun	Weapon (F)	◆ Darklight Foil	Weapon (H)
Blast Rifle	Weapon (F)	Gloves Exorb (60 Pt.)	Armor	◆ Eye of Fire 1	Pass
Boots 20 Pt.	Armor	Helmet Exorb (60 Pt.)	Armor	◆ Eye of Fire 2	Pass
Boots 40 Pt.	Armor	◆ Hub Key	Pass	◆ Firemother's Gift	Box
Gloves 10 Pt.	Armor	Icon +25 Life	Bonus (P)	Gloves Radical (90 Pt.)	Armor
Gloves 40 Pt.	Armor	Icon Cloak	Defense Icon	Helmet Radical (90 Pt.)	Armor
Icon +2 Life	Bonus (P)	Icon Incenera	Attack Icon	◆ Ice Stone	Pass
Icon +2 Mann-Ra	Bonus (P)	◆ Icon Painwave Power	New Power	Icon Dragon	Attack Icon
Icon +5 Life	Bonus (P)	◆ Infiltrator	Pass	Icon Health 1000	Bonus (T)
Icon +5 Mann-Ra	Bonus (P)	◆ Katt 1-8	Tapes	◆ Icon Nova Power	New Power
◆ Icon Magna-Rip Power	New Power	◆ Keycard 3	Pass	Life Scanner	Scanner
Helmet 20 Pt.	Armor	Plasma Rifle	Weapon (F)	◆ Moon Stone	Pass
Icon Spectral	Attack Icon	◆ Retinal Mimic 2	Pass	Power Scanner	Scanner
Razor Axe	Weapon (H)	Rockets	Ammo	◆ Sculpted Block 1	Pass
Shock Mace	Weapon (H)	◆ Security Badge	Pass	◆ Sculpted Block 2	Pass
Submachine Gun	Weapon (F)			◆ Steel Key	Pass
Submachine Gun Clip	Ammo				
CITY					
◆ Aircar Remote	Widget	Armor Ultra (70 Pt.)	Armor		
Armor Radical (90 Pt.)	Armor	Boots Ultra (70 Pt.)	Armor		
◆ Bliss Card	Pass	◆ Coder Globe	Pass		
Boots Radical (90 Pt.)	Armor	Fusion Cell	Ammo		
Gloves Radical (90 Pt.)	Armor	Gloves 50 Pt.	Armor		
Helmet Radical (90 Pt.)	Armor	Gloves Ultra (70 Pt.)	Armor		
Icon +25 Mann-Ra	Bonus (P)	Helmet 50 Pt.	Armor		
◆ Liberty's Card	Pass	Helmet Ultra (70 Pt.)	Armor		
◆ Nex Card	Pass	◆ Radio Key	Pass		
◆ Vanni's Box	Box				
DMZ					
Armor Ultra (70 Pt.)					
Boots Ultra (70 Pt.)					
◆ Coder Globe					
Fusion Cell					
Gloves 50 Pt.					
Gloves Ultra (70 Pt.)					
Helmet 50 Pt.					
Helmet Ultra (70 Pt.)					
◆ Radio Key					

A diamond (◆) indicates a unique item, available at only one point in the game.

Weapon (H,T,F) "H" indicates a hand weapon, "T" indicates a thrown weapon, and "F" a firearm.

Bonus (P,T) "P" indicates a permanent bonus, "T" a temporary bonus.

For non-unique items, the scene listed is the first scene in which the item can be found.

Most armor and weapons, and certain other items, can be had for the right price in the City's shops. In general, you won't have that price.

Name	Type	First Found
ARMOR		
Armor 20 Pt.	Armor	Slums
Armor 30 Pt.	Armor	Metacop
Armor 40 Pt.	Armor	Lab
Armor 50 Pt.	Armor	Slums
Armor Exorb (60 Pt.)	Armor	SARCorp
Armor Radical (90 Pt.)	Armor	City or Temple
Armor Ultra (70 Pt.)	Armor	DMZ
Armorseal	Armor	Lab
Bodysuit	Armor	Lab
Boots 10 Pt.	Armor	Tunnels
Boots 20 Pt.	Armor	Slums
Boots 30 Pt.	Armor	Metacop
Boots 40 Pt.	Armor	Slums
Boots 50 Pt.	Armor	Metacop
Boots Exorb (60 Pt.)	Armor	SARCorp
Boots Radical (90 Pt.)	Armor	City or Temple
Boots Ultra (70 Pt.)	Armor	DMZ
Gloves 10 Pt.	Armor	Slums
Gloves 30 Pt.	Armor	Metacop
Gloves 40 Pt.	Armor	Slums
Gloves 50 Pt.	Armor	DMZ
Gloves Exorb (60 Pt.)	Armor	SARCorp
Gloves Radical (90 Pt.)	Armor	City or Temple
Gloves Ultra (70 Pt.)	Armor	DMZ
Helmet 20 Pt.	Armor	Slums
Helmet 40 Pt.	Armor	Labs
Helmet 50 Pt.	Armor	DMZ
Helmet Exorb (60 Pt.)	Armor	SARCorp
Helmet Radical (90 Pt.)	Armor	City or Temple
Helmet Ultra (70 Pt.)	Armor	DMZ
ICONS		
◆ Icon Magna-Rip Power	New Power	Slums
◆ Icon Nova Power	New Power	Temple
◆ Icon Painwave Power	New Power	SARCorp
Icon +2 Life	Bonus (P)	Slums
Icon +5 Life	Bonus (P)	Slums
Icon +25 Life	Bonus (P)	SARCorp
Icon +2 Mann-Ra	Bonus (P)	Slums
Icon +5 Mann-Ra	Bonus (P)	Slums
Icon +25 Mann-Ra	Bonus (P)	City
Icon Health 1000	Bonus (T)	Temple
Icon Power 1000	Bonus (T)	Gardens
Icon Cloak	Defense Icon	SARCorp
Icon Dragon	Attack Icon	Temple
Icon Fire	Attack Icon	Lab
Icon Health	Healing Icon	Lab
Icon Incenera	Attack Icon	SARCorp
Icon Protection	Defense Icon	Metacop
Icon Spectral	Attack Icon	Slums
Icon Wings	Flight	Garden
SOFTWARE and WIDGETS (things that make other things work)		
◆ Activate Robots	Software	Metacop
◆ Purge Robots Software	Software	Metacop
◆ Aircar Remote	Widget	City
◆ Fuse	Widget	Metacop
◆ Pipe	Widget	Lab
◆ Skull	Widget	Garden

Name	Type	First Found
PASSES		
◆ Bag Of Dust	Pass	Garden
◆ Bliss Card	Pass	City
◆ Bronze Key	Pass	Tunnels
◆ Cellblock Card	Pass	Metacop
◆ Cherry Stone	Pass	Temple
◆ Coder Globe	Pass	DMZ
◆ Demon's Eye	Pass	Gardens
◆ Electric Key 1	Pass	Metacop
◆ Electric Key 2	Pass	Tunnels
◆ Eye of Fire 1 & 2	Passes	Temple
◆ Hub Key	Pass	SARCorp
◆ Ice Stone	Pass	Temple
◆ Infiltrator	Pass	SARCorp
◆ Keycard 1	Pass	Lab
◆ Keycard 2	Pass	Metacop
◆ Keycard 3	Pass	SARCorp
◆ Liberty's Card	Pass	City
◆ Moon Stone	Pass	Temple
◆ Nex Card	Pass	City
◆ Radio Key	Pass	DMZ
◆ Retinal Mimic 1	Pass	Metacop
◆ Retinal Mimic 2	Pass	SARCorp
◆ Sculpted Block 1 & 2	Passes	Temple
◆ Security Badge	Pass	SARCorp
◆ Skeleton Key	Pass	Garden
◆ Steel Key	Pass	Temple
◆ Syp Decoder	Pass	Lab
WEAPONS AND AMMO		
Blast Rifle	Weapon (F)	Slums
◆ Darklight Foil	Weapon (H)	Temple
Fusion Gun	Weapon (F)	SARCorp
Grenade	Weapon (T)	Lab
Heavy Blaster	Weapon (F)	Metacop
Hover Bomb	Weapon (T)	Lab
Laser Pistol	Weapon (F)	Lab
Plasma Rifle	Weapon (F)	SARCorp
Power Blade	Weapon (H)	Lab
Razor Axe	Weapon (H)	Slums
Rocket Gun	Weapon (F)	Metacop
Shock Mace	Weapon (H)	Slums
Submachine Gun	Weapon (F)	Slums
Blast Pak	Ammo	Slums
Fusion Cell	Ammo	DMZ
Heavy Blaster Ammo	Ammo	Tunnels
Laser Clip	Ammo	Lab
Plasma Charge	Ammo	Metacop
Rockets	Ammo	SARCorp
Submachine Gun Clip	Ammo	Slums
MISCELLANEOUS		
◆ Firemother's Gift	Box	Temple
◆ Katt 1-8	Tapes	SARCorp
◆ Jump Jet	Flight	Metacop
Life Scanner	Scanner	Temple
Medikit	Healing	Tunnels
Power Scanner	Scanner	Temple
Regen	Healing	Lab
◆ Vanni's Box	Box	City



WEAPONS

Damage. Amount of harm the weapon can inflict on you or an enemy. Some weapons have a blast radius, capable of doing damage to everything within a given area. Area-effect weapons like grenades, Starbolts, plasma guns, etc., have up to three different damage stats that relate directly to the blast radius — Near (spitting distance), Close (missed me by that much) and Direct (for targets at ground zero).

In these cases, the damage points fall within three separate ranges. For example, 1-3/5-14/12-36 represents damage ranges for Near, Close and Direct hits (in that order).

Powerblade

Damage 4-10
Speed -na-
Price 100



This is the baseline hand-to-hand weapon in the game, and also one of the first weapons you can find. Hand-to-hand weapons have the advantage of being the only weapons in the game that need neither ammo nor energy. However, they also have a severe drawback in that using them puts you in an extremely vulnerable position relative to your opponent.

Although its base damage averages far less than other hand-to-hand weapons, it has a special thrust attack that randomly inflicts greatly increased damage.

Shock Mace

Damage 5-15
Speed -na-
Price 400



This medium-strength hand-to-hand weapon is first found in the slums. In general, it's used just like the powerblade except that the damage is somewhat greater. There's no real reason, once you acquire a more powerful hand-to-hand weapon, to ever again use one of the less powerful weapons. Less powerful hand-to-hand weapons can be sold at the weapon shop for a bit of extra cash with no threat of negative repercussions from their loss.

Speed. The relative speed at which the projectile moves once it is thrown or fired — *Slow*, *Moderate*, *Fast* or *Instantaneous*. With some weapons (like lasers), the hit is effectively simultaneous with the trigger pull. Others, like hover bombs, move slowly, and their approach can be seen and sometimes even dodged.

Price. How much it costs (in dollars) to purchase the weapon at the Gun Shop. Weapons can also be sold to the shops, for about half their initial price.

Razor Axe

Damage 8-20
Speed -na-
Price 1,250



This is the most powerful hand-to-hand weapon you can get, up until the very end of the game. Your first chance to get a razor axe is to take it from Mongo in the arena.

Laser Pistol

Damage 5-10
Speed Instantaneous
Price 250



The laser pistol is the first ranged weapon you can find in the game. Despite its low per-shot damage potential, it's an extremely effective weapon against all but the most powerful opponents, due to its high magazine capacity, high speed and the fact that it's impossible to dodge a laser shot if it's on-target when the trigger is pulled. Unfortunately, reloads for this weapon become almost impossible to find later in the game.

Blast Rifle

Damage	1-3/5-14/12-36
Speed	Instantaneous
Price	5000



This single-shot energy weapon is surprisingly effective, even against very powerful foes. The only real drawback is its single-shot capability. The blast rifle is probably the best weapon in the game against stationary targets like turrets and wall-mounted guns, because it combines substantial damage with excellent potential to control your point of aim and ammunition expenditure. It's also a good choice for fighting off the aircars in the City.

Submachine Gun

Damage	5-10
Speed	Instantaneous
Price	7500



Strictly an anti-personnel weapon, the submachine gun is one of the most entertaining guns in the game. Very fast and accurate with excellent damage potential, its biggest drawback is that it's easy to use up a whole 500-round magazine in just a few encounters. It fires in bursts of up to five rounds per trigger pull.

Plasma Gun

Damage	1-4/4-10/10-28
Speed	Slow
Price	15,000



A tricky weapon to master, the plasma gun has a fast rate of fire, but the rounds travel out from the gun slowly. A single plasma shot can be easily dodged, even at short distances. The large, glowing plasma blasts also tend to block your sight of the target. The plasma gun, however, is not intended to be a precision weapon. Instead, its best use is to fire a number of shots quickly across your arc of fire, creating a wall of distraction that an oncoming enemy has to pass through. Its large magazine size helps make this tactic effective.

The plasma gun is most effective at medium to short range, but don't use it when an enemy is very close — you'll get caught up in the plasma discharge yourself.

Rocket Gun

Damage	3-7/8-24/16-72
Speed	Fast
Price	10,000



Nothing subtle here — it fires large explosive rockets that do massive amounts of damage, particularly if they hit dead-on. The rocket gun is specifically designed for heavily armored targets like tanks, turrets and the Legion of Doom, and it should be strictly reserved for such targets. Otherwise, its very low magazine capacity will ensure that you're all out of rockets just when you need them the most.



fusion Gun

Damage	1-3/2-6/10-20
Speed	Very Fast
Price	25,000



This is a powerful and efficient energy weapon. Its biggest drawback is its low magazine capacity. A fusion charge also moves rather slowly, making it fairly easy to dodge at long range.

Heavy Blaster Machine Gun

Damage	1-3/4-8/10-25
Speed	Very Fast
Price	25,000



This is the dream weapon — it ranks right behind the Nova power as the most effective attack in the whole game. Reloads for this fast, accurate and extremely powerful weapon are rather rare — they have to be, otherwise nobody would ever attack with anything else. Don't let the large magazine size fool you — like the submachine gun, this is a real ammo hog, and 500 rounds can disappear just like that.

Grenades

Damage	4-10/8-20/18-90
Speed	Moderate
Price	250



Grenades are excellent all-purpose weapons, particularly against massed enemies and armored targets. For reasons that should be obvious, they are not suitable for close-range fighting.

Hover Bombs

Damage	4-10/12-42/24-156
Speed	Very Fast
Price	300



These extremely potent explosives require a good deal of finesse to use accurately. Imprecise use of hover bombs can lead to frustration. For example, you toss a hover bomb at a stationary enemy and miss. You toss a second bomb and kill him. Annoyingly, the first bomb is still hanging there right next to the fallen foe, and if you try to approach to collect your enemy's Mara, the bomb will explode, seriously damaging you.

Hover bombs are excellent for territorial defense (if you're being followed, toss a couple through a door or around a corner behind you) and against tanks and stationary targets like turrets and wall-guns.



Darklight Icons

There are numerous different pyramidal Darklight Icons in the game.

Several icons are instant-use objects that disappear as soon as you touch them, leaving only their effects behind. These include:

- Icons that raise your Life or Mann-Ra totals permanently by anywhere from 2 to 25 points.
- The Power +1000 icon, which instantly raises your power level to maximum. (If your power is already at maximum, it vanishes with no effect.)
- Icons that grant you a new power.

The remaining icons can be stored in the Weapons inventory (with one exception, which is stored in the Items inventory, the Icon Wings, p. 15) and used as needed. Such icons have only a limited number of charges, and *there's no way to gauge how many charges a given icon may have left*. Only one icon of any given type will display in your inventory, but finding multiple icons of the same kind will increase the number of charges of that icon (up to a maximum of 99). These icons are:

Icon Health — Increases your health to maximum (with each use).

Icon Fire — Fires Psifire at enemies.

Icon Dragon — Fires an energy blast that mimics the Dragonbat's (p. 17). This is the only offensive icon that doesn't produce an attack identical to one of your Darklight powers.

Icon Spectral — Fires Prisma at enemies.

Icon Incenera — Fires Nova at enemies.

Icon Cloak — Makes you invisible to enemies for a brief time. You can move and even attack normally while invisible. Even when you're attacking, your opponents will usually ignore you as long as you remain cloaked.



Icon Protect — Another defensive icon, very similar to Cloak, that makes you completely immune to all damage. Your enemies will attack you normally while you're protected, but they won't do any harm whatsoever for as long as the protection lasts.

CHEAT: Any time you're hit by a new power, you gain that power. It does not matter if your enemies use the power on you, or if you use it on yourself. What this means is that you can use the Icons of Protect, Spectral and Incenera to give yourself the Psifire, Prisma and Nova power several scenes early. Just ready the icon, stand in a corner to deflect the Icon's power back to you, and fire. When so using the Spectral and Incenera icons you'll probably have to expend a Regen and Armorseal to get yourself back into fighting trim, but that's a small price to pay. Note that the Icon Dragon cannot be used to convey a power, since it's not based on one of the eight Darklight powers.

Darklight foil

Damage	12-30
Speed	-na-
Price/Value	50,000



This unique artifact is the ultimate hand-to-hand weapon, capable of taking down even the toughest foe with a few hits. Unfortunately, if your foe does survive long enough to get off a counter-attack, the Darklight Foil has the same drawbacks as any other hand-to-hand weapon in terms of leaving you vulnerable. However, if used from surprise, it can be devastating. It has the same random "thrust" capability as the Powerblade (p. 8).



POWERS

Damage, Speed. Exactly as the Weapons stats (p. 8).

Duration. Certain powers have a *Duration*. The number given roughly corresponds to the number of seconds after casting that the power will linger. Note that powers continue to do damage continually for as long as the victim remains within the effects of the power, so that a victim that actually remains within the target's radius for the entire duration will take many times the indicated damage.

Starbolt

Damage 0/4-6/8-18
Speed Moderate



This is the basic offensive blast power, and your only mode of attack at the beginning of the game.

Electroscism

Damage 0/1-3/2-5
Speed Moderate to Slow
Duration 2.5



This power clings to its target, doing up to 30 points damage over a duration of several seconds. Most targets will remain virtually motionless for the duration of the power, allowing you to hit them with more Electroscisms, each one doing cumulative damage. An excellent way to begin an attack against a very tough enemy is to hit him rapidly with as many Electroscisms as you can before your power runs out. Another useful property of Electroscism is that it's the only power with a duration which will not harm you, the caster. You can run right through your own Electroscism without taking any damage — this is particularly useful for claiming the Mara of fallen foes.

12

Magna Rip

Damage 14-24/26-40/92-128
Speed Moderate



One of the game's most unique powers. Against most enemies (the exceptions being robots and very powerful foes) the power will, in addition to its normal damage, cause the enemy to fall, paralyzed, for several seconds. The usefulness of this attack is limited, however, by the fact that fallen foes cannot be attacked again and finished off until they shake off the effect and rise. Paralyzed enemies look dead, but it's easy to tell the truly dead from the simply motionless — if you haven't seen a Mara ghost, the body's not dead yet.

Against robots this power does not have a paralytic attack, but it does do significantly more damage than against biological targets. When a robot goes down under this power, it is down for good and will probably go down fast.

Painwave

Damage 1-2/2-4/5-9
Speed Slow
Duration 4



The first of three powers that do damage to anything within its radius (including the caster) for a duration of several seconds. There are basically two drawbacks to all three of these powers — first, they can't be used at close range, and second, the power duration is often longer than it takes for an enemy to die and his Mara to dissipate. This makes it difficult to collect Mara from the fallen without taking damage all out of proportion to your potential gains.

On the other hand, these powers are handy for territory denial (use them to seal off a doorway or hallway for a few crucial seconds) or against overwhelming crowds of enemies. They're also a good way to "wear down" very tough enemies, particularly when they attack in large numbers.

Psifire

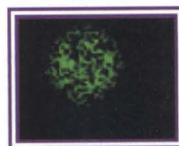
Damage 2-5/6-18/14-49
Speed Slow



A missile power — basically an enhanced version of Starbolt. Once you get this power, there's really no reason to ever use Starbolt again, except maybe to practice energy conservation.

Lunalight

Damage 2-5/4-10/10-28
Speed Moderate to Slow
Duration 5



The second area-effect power with a duration. Once again, this spell has the same liabilities and assets as Painwave, only more so.

Prisma

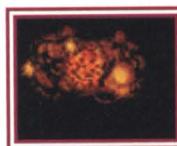
Damage 1-2/2-6/4-13
Speed Slow
Duration 4



The third area-effect power with a duration, it is more powerful than the others, but with the same drawbacks. In addition to actual damage, Prisma also has the ability to put its victims into a paralyzed state for the duration of the power, making them unable to attack you or move out of the power's radius.

Nova

Damage 1-5/3-21/18-96
Speed Moderate



Simply the most potent attack in the game, the Nova combines truly devastating damage with a large blast radius. Furthermore, unlike other area-effect powers, it does not have a duration, so it's easy to take out two or three enemies with a Nova, then run in and collect all their Mara. Its only drawbacks are its enormous power drain and its complete uselessness at close range, where it will prove just as dangerous to you as to your enemies.

ITEMS

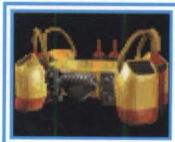
This section contains text descriptions of game items (such as Regen Paks, Jump Jets, etc.) The only item with statistics is the Damma-Cron, which uses the same stats as weapons.

Personal Log



The only object in your possession at the start of the game, this item's sole use is to allow you to re-listen to important speeches by other characters. It will probably come in most useful in Metacop, when characters are giving you alpha-numeric passcodes (a "B" and a "D" can sound virtually indistinguishable on the first listen). Also, if you're stuck, you can replay messages for clues you might have missed.

Jump Jet



After you use this device to negotiate the maze in the Metacop headquarters, it remains in your inventory for the rest of the game. There's no place after Metacop when you must have the Jump Jet to get to an otherwise-inaccessible area, but it remains useful. Its most dramatic use allows you to traverse toxic liquids and lava without taking damage, and it can also allow you to take a peek at goodies or enemies that might be waiting for you on a higher level.



Damma-Cron

Damage	1-2/2-4/3-6
Speed	Moderate
Duration	.5
Price/Value	-na-



The Damma-Cron is purported to be the only device in the game capable of destroying NeCrom. That rumored capability aside, it also remains in your inventory throughout the game and, beginning with Scene 7, grants you what is effectively a ninth power. It allows you to release a Fireshock, a crackling web of red energy that damages anyone (including yourself) within a rather small radius. This attack does drain Power, and the only functional difference between it and any other of your powers is that it's invoked from the Item Menu rather than the Power Menu. For an explanation of the above stats, see Weapons (p. 8).

Regen Pak



These essential devices instantly return you to full Health. Fortunately, they're quite common (and if you run out of Regen you always have your Icon Health to fall back on). Still, they should be conserved and used only when really needed.

Medi-Kits



These items, found only in the Tunnels, are limited variations on the Regen Pak. They regenerate a random amount of Health (usually between 20 and 30 points) and they cannot be stored in inventory. They automatically heal you when you touch them. If you're already at maximum Health, they remain unused, and you can return for them when you need them.

Armorseal



In many ways this is the most precious commodity in the game. It's just as essential as Regen to your continued survival, but it's much rarer. Remember, if your armor on a given location is reduced to nothing, you won't have any protection on that location until you find a new piece of armor. Also note that Armorseal will have no protective effect on an unarmored location. The trick to conserving Armorseal is to use it at the last possible opportunity, *before* any location is reduced to zero armor.

Life Scanner



This useful device can be purchased from Hi-Tek or found in the Temple. It displays all friends and foes (including robots, name notwithstanding) as yellow dots on your automap. It will show anyone anywhere on the level, as long as you've been close enough to that location for it to be displayed on the automap. It works automatically — you don't need to do anything special to activate it.

Power Scanner



This device causes anything that you can pick up and use — weapons, icons, passes, armor, Regen, and even money — to show up as a purple dot on your automap, if the object lies within your currently mapped area. Like the life scanner, it activates automatically. The only exceptions are objects carried by other individuals.

Icon Wings



The only Darklight Icon that does not appear in your Weapons inventory, this object gives you the mystical ability to fly under your own power. Your movements are controlled just as though you were in an aircar or using a jump jet. Icon Wings can be found in the Gardens and in the Temple, and both times the object is lost at the end of the scene.



FRIENDS, FOES AND CREATURES

All the common creatures in the game are described in this section, as are some of the most important characters.

If the Mara “ghost” at the top of the description is blue, the creature is your enemy. Absorbing its Mara when it falls will strengthen you. If the “ghost” is gold, the creature is friendly or neutral. If you absorb its Mara, you will be permanently weakened.

All creatures have a text description, and are further defined by four stats.

Toughness. Defines how hard the creature is to kill, and is equivalent to your Life. Toughness is given as a lower and upper limit — the actual number of life points varies, but will always fall within this range.

Attack. Number of times a creature will swing, shoot or throw before pausing to rest. (Some creatures resume attacks more quickly than others, as described in “Attack Speed.”) This number is followed by the attack type.

“2 HH (6-12) / Plasma (6-12)” means that the creature can deliver two hand-to-hand attacks or a single plasma attack before “resting.” A successful hit by either applies anywhere from 6 to 12 points of damage. (Remember that successful hits may be absorbed by armor.)

Attack Speed. A relative measure (from 1 to 12) of how long the creature pauses between attacks. The higher the number, the faster the creature resumes another attack. It also relates to the creature’s running speed.

Perception. A rough measure of the creature’s intelligence, ranging from 1 to 12. It controls how close you can get to the creature before it has a chance of noticing you, and how likely it is to actually notice you.



Cultie

Toughness

Cultie: 25-37

Psimasters 88-100

Attack

As listed power (see pp. 12-13)

Attack Speed

8

Perception

6

Powers

Cultie: Psifire, Magna-Rip

Psimaster: All

Encountered in

Garden, Temple

Culties are followers of the Sri-Feng, students of the power of the DarkLight. Since they don’t possess Psifire Gems, their powers are limited, but they’re still capable of delivering a deadly mystical assault. As fanatical ascetics, the Culties are not armored or particularly tough. The secret to taking out Culties is to hit them before they see you whenever possible. One good shot will usually be enough to take them out. Some Culties have the power of invisibility, but thanks to your Psifire Gem, you can perceive them as a faint shimmer of energy.

Some Culties are more powerful than others. The most potent — the Psimasters — have Darklight powers that nearly rival your own.

Dragonbat

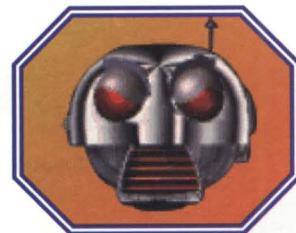
Toughness	18-28
Attack	2 HH (6-12)
Attack Speed	1
Perception	3
Encountered in	Tunnels, Gardens



These winged horrors aren't incredibly tough, but their ability to attack from surprise is unmatched due to their three-dimensional maneuverability. They can project a short-range blast of radioactive fire. When you hear the distinctive cry of the Dragonbat, try to get your back against a wall (the higher the better) to inhibit the creature's ability to attack from behind or overhead. If you can get it in your sights at all, one good shot with a medium- or high-power weapon or power should suffice.

Drone

Toughness	9-12
Attack	Energy Blast: 18-30
Attack Speed	5
Perception	5
Encountered in	Labs, SARCorp



These little, floating robotic spheres are designed for scouting, espionage and defense missions. They pack a serious offensive punch, but are not heavily armored. Instead, they rely on their small size and three-dimensional maneuverability to defend themselves. One hit will usually take a Drone out, but they're not easy to hit. Grenades, hover bombs and explosive powers are particularly effective against Drones.

As mechanical devices, Drones are one of only two creatures in the game that do not extrude Mara when destroyed.

Earth Mother

Toughness	-na-	Attack	-na-
Attack Speed	-na-	Perception	-na-
Encountered in	Labs, Gardens, Temple (voice only)		

To most, the entity known as Earthmother is a myth. Those who have actually seen her know even less of her true nature. Is she a saint, a sorceress, or a true supernatural being?

If you try to attack the Earth Mother (and shame on you for even thinking such a thing!), she will simply ignore your crude, bumbling efforts, finish her message and vanish. You can't harm her in any way, and she'll never attack you.



fire Mother



Toughness

800

Attack

As listed power (see p. 13)

Attack Speed

8

Perception

5

Power

Nova Blast

Encountered in

Temple

Some say the legendary Firemother is an evil villainess, others call her a revolutionary, still others a mythical trickster. They may all be right.

Although extremely powerful, the Fire Mother doesn't really want to kill you, she's just trying to test you. Of course, the way to fail her test is to die. She can't be killed — if seriously pressed in battle, she just teleports away. So don't get lured into a brawl with the Fire Mother — just listen to what she has to tell you, take what she has to dish out (being Nova Blasted by the Fire Mother will convey that power to you, if you don't already have it) and then try to get out of her way.

Ganger

Toughness

Female: 10-20

Male: 12-16

Big Betty: 204

Attack

Female, Shock Mace: 2 HH (6-12)

Male, PowerBlade: HH (3-7)

Big Betty, Shock Mace: 2 HH (6-12)

Attack Speed

Female: 9, Male: 8

Perception

5

Encountered in

Slums

These incorrigible menaces to society (or so the Corps call them) have been rounded up and banished to the Slums, where they live by their wits and die by the sword (or mace). Fortunately, firearms have been successfully embargoed from the Slums (though occasionally a cache of grenades or other significant weapons might be smuggled through), forcing the Gangers to fight with hand-to-hand weapons. Most male Gangers favor the powerblade as their weapon of choice, while the even more dangerous females prefer the shock mace.

The best way to take on Gangers is to stand off at a distance and take them out at range with powers. Don't hesitate to fall back in front of an approaching Ganger while you wait for just the right shot.

Gang X

Toughness
Attack

15-24
HH (3-15)
Plasma Gun (9-20)
Grenade (12-72)
9 (HH), 5 (Gun), 3 (Grenade)
4
DMZ

Gang X are the result of early Darklight experiments by NeCrom. It is whispered that his raw material in creating these shambling, fearless warriors was the rotting remains of the victims of the Unholy Wars.



GENNO

Toughness
Attack
Attack Speed
Perception
Encountered in

106-146
HH (8-26)
12
4
Metacop, SARCorp, Tunnels

Gennos are the savage and insane result of experiments in combining human and animal DNA. They exist in a constant state of murderous rage and viciously tear apart anything that moves. High-security installations like to keep pens of Gennos as last-ditch defensive measures.

Gennos attack hand-to-hand, but their destructive power is prodigious. They also move very fast. The best way to take out a Genno is from a distance, but you probably won't get more than one shot before it closes (so don't hesitate to use your most potent power or weapon). A few exceptional Gennos are mutants, with the ability to project a devastating psionic attack.





Ghoulie

Toughness

Ghoulie: 30-42

Crypt Ghoulie: 104-152

Tunnel Ghoulie: 60-84

Ghoulie: HH (6-10)

Crypt Ghoulie: 2 HH (10-24)

Tunnel Ghoulie: HH (30-50)

9

Attack

4

Attack Speed

Electroscism (Crypt and Tunnel Ghoulies)

Perception

Labs, Slums, Tunnels

Power

Encountered in

These pathetic victims of the Unholy Wars can't stand the light of the sun on their dead-white skin, so they take refuge in stinking sewers and tenements that even the most debased normal humans have rejected. Ghoulies are slow and do not use weapons, and can be taken down easily with even the lightest weapons and powers.

A few especially powerful Ghoulies have the dangerous mutant power of Electroscism. In addition to this powerful ranged attack, these mutants are also a good deal tougher and harder to kill than their unpowered brethren. There's no way to tell a powered Ghoulie from an unpowered one until it throws an Electroscism at you.

Hellspider

Toughness

Hellspider: 40-96 / Crypt Bug: 72-208

Exceptional: 1001

Hellspider and Crypt Bug: 2 HH (20-40)

Exceptional: 4 HH (9-15)

8

Attack

4

Attack Speed

Acid

Perception

Tunnels, Gardens

Power

Encountered in

Giant mutant bugs created by the Unholy Wars, Hellspiders are tough and dangerous (particularly in groups), and they're very well camouflaged for their environment. When in a Hellspider-infested area, stay on your toes and listen for their distinctive calls to alert you to their presence in the immediate area. In addition to their devastating physical attack, they also have the ability to secrete a cloud of potent acid. Try to take them out from a distance. Don't hesitate to use a bomb, grenade or explosive power when confronted with groups of two or more Hellspiders.

All Hellspiders are tough, but a few exceptional specimens are practically indestructible. When you meet such a "super-spider," there's nothing you can do except keep pounding it with everything you've got. Try to keep it at a distance through constant attacks, and hope you last longer than it does.



Legion of Doom



Toughness	415-625
Attack	Rocket (30-60)
Attack Speed	7
Perception	5
Encountered in	Metacop, Gardens, Temple, NeCrom's Lair

NeCrom's elite special forces, the Legion of Doom (LoD) troopers wear heavy cybernetic armor with integrated rocket guns. Basically, they're human tanks, complete with cannon. Your only real advantage against an LoD is your speed, so keep it off-balance by delivering a continuous barrage of attacks until it goes down. Don't worry about conserving ammo against the LoDs — these are the guys you've been conserving your ammo for.



M. Katt

Toughness	348
Attack	4 HH (16-28) / 3 Starbolt (8-14)
Attack Speed	11, 10
Perception	5
Encountered in	DMZ

Formerly a wunderkind executive at SARCorp, and one of the most accomplished Exotics ever created by genetic science, Montredexter Katt now leads the rebel forces opposing NeCrom from the DMZ. Don't even think of ambushing M. Katt. You can't hurt him — he's wearing his Divine Protection™ field at all times, and he can most definitely hurt you.



Metabot

Toughness	51
Attack	2 Blaster (3-6)
Attack Speed	7
Perception	5
Encountered in	City, Metacop, SARCorp

Metabots are humanoid security robots. Their name evolved from their use by the Meta-Police, but they are also used for security purposes by the Corps (like SARCorp) that create them. They are heavily armored and armed with built-in blasters, but they are not quick. If you can get the drop on a Metabot, you can usually keep it off-balance until it falls.

As robots, Metabots (like Drones) do not extrude any Mara when they are destroyed.





Metacop



Toughness	36-56
Attack	Laser (5-8)
Attack Speed	7
Perception	5
Encountered in	City, Metacop

Though normally regarded as mere tools of the corporate state, the Metacops also have a pride and sense of honor that outsiders are seldom shown.

Don't attack the Metacops! They'll be your allies in the City against NeCrom's men and robots. If you get involved in a skirmish between Metacops and NeCrom's troopers, be careful not to accidentally stumble into the gold Mara-ghost of a Metacop casualty — you'll suffer the same penalty as if you yourself had killed him.



Mongo



Toughness	Mongo: 72-128
Attack	Big Mongo: 1004-1100
Attack Speed	Mongo: 2 Razor Axe (8-20) / Plasma (6-12)
Perception	Big Mongo: 2 Razor Axe (6-15) / Plasma (6-12)
Encountered in	Mongo: 5 (HH), 7 (Gun)
	Big Mongo 5 (HH), 5 (Gun)
	4
	Slums

The original Mongo was a mutant and a champion gladiator. Something in his mutant metabolism made him extremely easy to clone (there's a strong strain of flatworm in the Mongo line, both biologically and intellectually). Now, there's a whole "family" — almost a social class — of Mongos who live in the Slums training for Ripperdome duty.

Mongos tend to have an enviably simple code of conduct — blast it first, then chop what's left up into little bits. Three or four Electroscisms in rapid succession are good against a single Mongo. Larger groups require explosives or automatic weapons.



Mung

Toughness
Attack
Attack Speed
Perception
Power
Encountered in

Mung: 16-24) / Exceptional (29-44)
2 HH (10-30) / Grenade (5-25)
9
6
Lunalight (uncivilized, special individuals only)
Lab (friendly), SARCorp (hostile)
Tunnels (uncivilized)

Mung are genetically engineered laboratory assistants. They have stunted bodies, keen, almost computer-like analytical minds, and practically no individual personality or imagination. They love mechanical and electronic toys, and are completely loyal to their employers (which is why the Mung in the Labs are friendly, while the Mung in SARCorp are hostile). The Unholy Zone hosts colonies of "wild" Mung, the descendants of early, half-finished Mung prototypes.

Civilized Mung defend themselves with hover bombs powerful enough to completely destroy one of your armor locations with a single solid attack; therefore, you *must* take enemy Mung out quickly. Fortunately, they're not tough and can usually be dispatched with a single shot. One useful tactic when you see a Mung toss a bomb is to backtrack quickly. You're faster than the bomb, and if you have enough space behind you, you can get out of range. The hover bomb will remain floating between you and the Mung for several seconds, so don't try to close until it detonates.

Uncivilized Mung don't carry grenades, but a few exceptional individuals have mastered the extremely dangerous LunaLight power.



NeCrom

Toughness
10,044
Attack
5 Laser (4-8)
Attack Speed
10
Perception
5
Powers
All, plus special
Encountered in
DMZ, NeCrom's Lair



NeCrom is a fantastically rich and influential corporate overlord, and also the absolute master of the Darklight.

NeCrom's power of the Draak-Mang makes him effectively invincible, but once you've eliminated that (see p. 126), it's a matter of which of you is tougher, and better with his powers. At least some of the time, NeCrom is capable of self-powered flight, and he also possesses the unique Darklight power called "anti-life." In your final battle with NeCrom, it's important not just to keep hitting him hard, but also to keep hitting him constantly — keep him off-balance so he can't get you. Pinning him down in a corner with continuous, automatic weapons fire is the best way to ensure that NeCrom is taking damage instead of dishing it out.



Noxie



Toughness	10-16
Attack	-na-
Perception	5
Encountered in	City

The unique 21st century profession of Noxie involves some of the skills of the geisha, some of the skills of the stripper, and a whole lot of the skills of the world's oldest profession. Noxies don't carry weapons (where would they keep them?), and they never attack. They can, however, be excellent sources of information. Just remember that the message they're passing along may just be what somebody wants you to hear.



Rebel



Toughness	62-92
Attack	2 Laser (6-12) / Grenade (18-48)
Attack Speed	9 (Laser) / 7 (Grenade)
Perception	5
Encountered in	Metacop & City (Lance), DMZ

These are the troops recruited by M. Katt in his war against NeCrom. They're on your side. As with Metacops, if you're in the middle of a battle between NeCrom's Troopers and the Rebels, be careful not to stumble through any of the gold Mara of Rebel casualties, as this will result in a permanent penalty to your Life or Power.



Slugg



Toughness	Slugg: 12-27
Attack	Tunnel Slugg: 65-85
Attack Speed	Slugg: HH (2-7)
Perception	Tunnel Slugg: HH (18-30)
Encountered in	Slugg: 10 Tunnel Slugg: 9 Slugg: 4 Tunnel Slugg: 5 Lab, Tunnels

Small Sluggs are the weakest monsters in the game. Just try to keep them at a distance — they're so low to the ground that they can be hard to aim at in close combat. There are also jumbo-sized Tunnel Sluggs that are a great deal tougher than their smaller cousins.

Sri-Feng

Toughness

Attack

Perception

Powers

Encountered in

672-702

As listed power (see pp. 12-13)

6

All except Nova Blast

SARCorp, Temple

These advanced reptilian aliens brought the Darklight powers to Earth, leading directly to the creation of both NeCrom and yourself. The Sri-Feng combine superhuman toughness with potent Darklight powers. Immediately before invoking a Darklight power, a Sri-Feng's eyes will flash red — that's how you know if a Sri-Feng who's talking to you is about to stop talking and start blasting.

As with all very tough foes with ranged attacks, the secret against Sri-Feng is to keep attacking continuously so they don't have time to use their powers against you.

In addition to their offensive Darklight powers, they also have the defensive ability to render themselves invisible. Your Darklight Gem can still detect them, but only as a faint shimmer of energy.



Spectre

Toughness

Attack

Attack Speed

Perception

Encountered in

1001

Spectre 1: HH (8-20), or as Prisma power (see p. 13)

Spectre 2: 3 HH (15-21), or as Fireshock power (see p. 12)

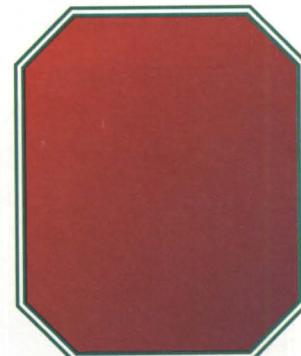
n/a

4

Gardens, Temple, NeCrom's Lair

These permanently invisible supernatural entities are pseudo-sentient manifestations of the Darklight itself. They are extremely resistant to damage, and are almost immune to any attack short of multiple Novas. Your Darklight Gem allows you to see them as faint shimmers of energy.

There are two different kinds of Spectre. One is extremely fast, and uses the Fireshock power. The other hovers more sedately, and casts Prismas.



Stynx



Toughness
Attack
Perception
Attack Speed
Encountered in

30-50
3 Submachine gun (2-6)
5
10
City, SARCorp

Stynx are bio-engineered muscle. They can be found acting as semi-respectable bouncers or security guards, or as frankly criminal fences or gangsters. If a profession is violent or unsavory, it's perfect for a Stynx.

Stynx, as a class, are extremely fond of their signature weapon, the submachine gun, but occasionally one can be found wielding a plasma rifle instead. When it comes to taking damage, they're a great deal tougher than they look.

Trooper



Toughness
Attack
Attack Speed
Perception
Weapons
Encountered in

10-24
1 Laser (4-8) or Plasma Rifle (4-8)
7 or 10
5
Laser
Lab, City, Metacop, DMZ, Gardens

Troopers are the "grunts" in NeCrom's army and the most common enemy type in the game. They attack with lasers and, later, with plasma rifles. They can actually be quite dangerous, particularly early on — their ranged attacks make them much more dangerous than Sluggs, Gangers or non-powered Ghoulies.

Whenever possible, try to ambush them from behind or just as they come around a corner. If engaging Troopers in an open area, try to keep moving to mess up their aim.

SCENE 1: THE LAB

I'm stuck in this cave with a blue ghost!
IT'S A FRIENDLY GHOST. DON'T BE AFRAID TO APPROACH IT.

There's a door at the end of this upstairs hall that won't open.
YOU NEED TO LOOK ELSEWHERE FOR THE SWITCH THAT WILL OPEN IT.

I've taken the elevator up, now how do I get out of this room?
SOMEBODY HAS SOMETHING TO TELL YOU FIRST. HIT THE SPEAKER BUTTON ON THE WALL.
HE'LL LET YOU OUT WHEN HE'S DONE.

Where the heck is the "main laboratory"?
YOU'RE NOT FAR FROM WHERE YOU CAN SEE IT . . . AND YOUR NEW FRIEND, THE MUNG.
ACTUALLY GETTING THERE WILL BE A BIT MORE COMPLICATED.

The Mung promised me a keycard. Where is it?
WITHIN REACH. LOOK AROUND HIS CELL.

There's millions of Troopers here! And tanks! I can't possibly survive
this!
SURE YOU CAN . . . YOU JUST NEED A LITTLE EXTRA FIREPOWER. IF ONE OF THE TANKS ISN'T
SHOOTING AT YOU, IT MIGHT BE BECAUSE THERE'S NOBODY INSIDE IT . . . YET.

What's a "survivor of the Unholy Wars," and why should I care?
YOU'LL FIND OUT MORE ABOUT THE UNHOLY WARS LATER. FOR NOW, JUST TRUST THE MUNG
THAT SURVIVORS ARE SOMETHING TO BE WATCHED OUT FOR.

What are these mutant guys throwing at me? There's no place to run!
I can't possibly survive this!
NOT MORE THAN ONCE, ANYWAY. IT'S A GOOD THING NOT ALL MUTANTS HAVE THIS POWER.
IT'S CALLED ELECTROSCISM, AND NO, THERE'S NO PLACE TO RUN. ATTACK QUICKLY, THEN
RETREAT BACK INTO THE HALL IF THEY'RE STILL ALIVE . . . THEY PROBABLY WON'T FOLLOW
YOU FAR IN THAT DIRECTION.

I can't get across to the entrance to the subway. There's this lever-thingie
in the room straight across from the entrance, but it doesn't do any-
thing.

THERE'S A PART MISSING, PROBABLY SCAVENGED BY ONE OF THE SEWER DWELLERS. YOU
NEED TO SEARCH THE NOOKS AND CRANNIES. BE PREPARED TO DO SOME WADING, SOME
CRAWLING, AND MAYBE EVEN SOME LEAPING.

Is there something behind this little low grate here?
YOU NEED TO RAISE THE GRATE TO FIND OUT, DON'T YOU? AS YOU'RE LOOKING AROUND FOR
THE CONTROL YOU NEED, LOOK UP, AND LOOK BEFORE YOU LEAP.

SCENE 2: THE SLUMS

I turned this corner and there was this Ganger standing there. I almost blew him away, and then he started to talk to me. Is there some way to tell the good guys from the bad guys?

IF IT'S TALKING TO YOU, IT MIGHT BE A GOOD GUY. IF IT'S TRYING TO KILL YOU, IT'S DEFINITELY A BAD GUY!

There's a fence leading to a courtyard protected by two wall-mounted guns. I can't get the gate open.

MAYBE THE GATE IS THE WAY OUT? IF YOU CAN'T GET THROUGH THE FENCE, MAYBE YOU CAN FIND A WAY OVER IT.

The guy in the ticket window wants \$2,000 to let me in. I've been everywhere, and I don't have the money.

IF YOU DON'T HAVE THE MONEY, YOU HAVEN'T BEEN EVERYWHERE. DO SOME MORE EXPLORING. TRY LEAPING FROM ROOFTOP TO ROOFTOP TO GET TO UNEXPLORED AREAS.

SCENE 3: THE CITY

I'm out of the arena. Now what?

ONCE YOU'VE CLEARED THE IMMEDIATE AREA OF BAD GUYS, TRY EXPLORING SOME OF THE NEARBY BUSINESS ESTABLISHMENTS. MAYBE SOMEBODY WILL TALK TO YOU.

I'm supposed to go to Bliss/The Nex/ Liberty's (First City Interlude) and I can't find it!

BLISS IS UP IN THE TOP, RIGHT-HAND CORNER OF THE MAP, WHILE THE NEX IS IN THE LOWER LEFT-HAND CORNER. LIBERTY'S IS IN THE MIDDLE OF THE CITY, NEAR THE HOSPITAL.

I hear a girl scream, but when I get there, she's dead. Is there any way to save her?

SADLY, NO.

Where's Pawn/Pawn's air car?

AFTER TALKING TO LANA, YOU NEED TO GO TO THE PARK, WHERE A TRAGEDY IS UNFOLDING. PAWN IS BEHIND A DOOR IN BACK OF ONE OF THE BARS IN THE NEX. HE'LL COME OUT AND START TALKING TO YOU WHEN YOU GET CLOSE ENOUGH. THE ROUTE TO HIS AIRCAR IS THROUGH THE DOOR RIGHT NEXT TO PAWN'S "OFFICE." IT WILL OPEN WHEN PAWN'S DONE TALKING TO YOU.



I can see a Styx and a Robot in an overhead walkway, but I can't get to them.

YOU'LL BE RETURNING TO THE CITY SEVERAL TIMES OVER THE COURSE OF THE GAME. YOU WON'T BE ABLE TO GET INTO EVERYTHING ON YOUR FIRST VISIT.

(City Interludes) What's all this about "Vanni's Little Box"?

NOT WHAT YOU'RE THINKING. WHAT KIND OF GAME DO YOU THINK THIS IS? DO EVERYTHING VANNI TELLS YOU, BUT KEEP GOING BACK TO LIBERTY'S. EVENTUALLY, VANNI WILL MAKE GOOD ON HER PROMISE. IT'S WORTH THE WAIT.

(First City Interlude) Vanni says this guy wants \$5,000, and I spent all my money!

DON'T WORRY ABOUT IT. SOME PRICES AREN'T WORTH PAYING ANYWAY.

(Second City Interlude) Is this "escort to get me out of the city" some kind of setup?

PROBABLY, BUT WHAT CHOICE DO YOU HAVE?

SCENE 4: METACOP

Where's the captain?

UPSTAIRS. LOOK FOR A HEAVILY GUARDED AREA.

Where's Maximum Security?

IT'S THE LAST THING YOU'LL FIND IN THIS SCENE.

Where's the Jump Jet?

BEYOND THE GENNO AREA.

There's this enormous ambush of Troopers that comes out of the wall and kills me off!

MAYBE YOU COULD USE SOME HELP FROM THE METABOTS.

How can I get the Metabots on my side?

FIND THE TWO PIECES OF SOFTWARE THAT WILL ACTIVATE THEM AND CHANGE THEIR PROGRAMMING, AND LOAD THE SOFTWARE INTO THE STATION MAINFRAME.

There's this lift at the start of the Genno area, but it doesn't work.

DID YOU NOTICE A PART MISSING SOMEWHERE IN THAT ROOM? THAT'S THE PART YOU NEED TO FIND.

How do I open the maximum security cells?

WITH A KEYCARD.

SCENE 5: SARCORP

The Mung keep attacking me! I thought they were good guys!
MUNG ARE COMPLETELY LOYAL TO THEIR EMPLOYER. IN THE LAB, THE MUNG WERE ORDERED TO KEEP YOU SAFE. HERE, THEY'RE UNDER ORDERS TO BLOW YOU UP.

There's this area with two force fields that I have to get through. I can turn off the first one, but not the second.

YOU'RE ACTUALLY TURNING OFF BOTH FORCE FIELDS AT THE SAME TIME. YOU NEED TO AVOID TURNING THEM BACK ON. TRY TO FIND ANOTHER ROUTE TO YOUR GOAL. THINK THREE-DIMENSIONALLY.

What's with all these empty offices?

THEY'RE NOT ALL THAT EMPTY. LOOK AROUND VERY CAREFULLY FOR SMALL, CONCEALED BUTTONS ON THE WALLS.

Why have I lost all my Darklight powers?

IT'S ONLY TEMPORARY. IT HAS TO DO WITH THAT FUNNY-LOOKING CARPET YOU'RE WALKING OVER. USE GUNS.

Can I get to that fusion gun in the "Emergency Weapons" case?
ONLY IF YOU CAUSE AN EMERGENCY.

Can I get through the force field in the Emergency Weapons room?
NOT FROM THIS SIDE.

Can I get through the locked door at the bottom of the stairs on Level 1?
NOT FROM THIS SIDE.

Do I have to blow up SARCorp?

WELL, NO. BUT ADMIT IT, YOU REALLY WANT TO.

I think there's some areas at the end there that I didn't explore.

THERE ARE TWO ESCAPE ROUTES OUT OF THE BUILDING. YOU MUST GO THROUGH ONE OR THE OTHER, BUT YOU CAN'T GO THROUGH BOTH.

SCENE 6: THE DMZ

Lance told me to “keep to the right and look for a high pass through the mountains,” but all I can find is this big door.

MAYBE YOU'RE NOT HIGH ENOUGH TO FIND THE PASS YOU NEED.

The Rebels got slaughtered! Is there any way to win this battle?

IF YOU ENTERED THE FIGHT MORE QUICKLY OR MORE AGGRESSIVELY, IT MIGHT MAKE A DIFFERENCE.

I'm stuck under the Rebel Base.

THERE'S A WAY OUT THROUGH THE CAVE. CHECK YOUR AUTOMAP OR THIS BOOK'S MAPS FOR ITS POSITION.

I can't get through all these turrets and tanks!

BE ON THE LOOKOUT FOR A MECHANIZED EQUALIZER.

I can't get through either of the big doors down in the trench.

LOOK FOR THE KEY ON THE SIDE OF THE TRENCH WHERE YOU WOULDN'T EXPECT TO FIND IT.

I can see some guns and stuff up on the east wall, but I can't get to it.

YOU GET TO IT JUST THE WAY YOUD EXPECT ... BY JUMPING OUT A TOWER WINDOW. IT'S A TRICKY JUMP, THOUGH.

I can't seem to open the big door by the towers.

THE SWITCH THAT OPENS IT IS WITHIN SIGHT OF THE DOOR.

My tank keeps getting blasted before I make it to the town.

FORTUNES OF WAR. FORGE AHEAD ON FOOT.

I made it to the town, and I see the fort, but I can't get in.

LOOK FOR AN ENTRANCE THE OCCUPANTS MAY HAVE NEGLECTED TO PLUG (BECAUSE THEY THOUGHT IT WAS INACCESSIBLE).

I'm trying to use the Damma-Cron on NeCrom, but it isn't doing anything.

YOU NEED TO PUT YOURSELF ON HIS LEVEL FIRST.





SCENE 7: THE TUNNELS

I get down to the pit full of Gennos, and I can't find a way out.

STICK TO THE HIGH LEDGES. IT'S POSSIBLE TO GET ALL THE WAY AROUND THE GENNO PIT WITHOUT EVER SETTING FOOT ON THEIR LEVEL.

Looking down from the swinging bridge, I see a Darklight Icon below me, but I can't seem to jump to it.

THAT ICON IS INACCESSIBLE.

I think there's a glitch in the game ... this one Hellspider is unkillable.
IT'S NOT A GLITCH, AND THE HELLSPIDER IS NOT UNKILLABLE. IT'S JUST A LOT TOUGHER THAN OTHER HELLSPIDERS.

I think I've explored everything, and I can't find a way out.

REMEMBER, YOU WANT TO FOLLOW THE SUBWAY. SEE IF YOU CAN FIND THE TRACKS AGAIN.

I've made it all the way to the big Mung cave, and the only exit I can find leads back to the Genno pit right by where I started!

IT'S NOT THE ONLY EXIT. TRY THE TOP OF THE CAVERN RATHER THAN THE BOTTOM.

SCENE 8: THE GARDENS

This bag keeps jumping around. I can't grab it!

MAYBE IF YOU PUT THE RIGHT OBJECT ON THE EMPTY TABLE, THE BAG WOULD STAY PUT.

I got the dust. What do I do with it?

AS THE CULTIES SAY, "ASHES TO ASHES, DUST TO DUST." MAKE AN OFFERING OF IT.

I picked up something called an "Icon Wings," but I can't find it in my Weapon Menu.

IT'S IN YOUR ITEM MENU.

I'm in the inner courtyard, and I just remembered something I wanted to do earlier in the scene. How can I get back out?

SORRY, YOU CAN'T.

I can't find any way out of the inner courtyard.

IF YOU'RE MAKING FULL USE OF YOUR ICON WINGS, THE EXIT WON'T BE HARD TO FIND.

I found the exit, but I can't get it to open.

LOOK AT THE ALTAR FOR A CLUE ABOUT THE DESIRED SACRIFICE.

SCENE 9: THE TEMPLE

How do I open this door?

SEVERAL DOORS IN THIS SCENE OPEN ONLY WHEN YOU HAVE THE PROPER ITEM IN INVENTORY.

The Firemother keeps blasting me, and nothing I do seems to harm her.

THERE ARE TIMES TO STAND AND FIGHT, AND TIMES TO RUN AWAY.

There's no way to get that skull! I just keep getting zapped around the room.

IT CAN BE DONE. ONCE YOU FIGURE OUT HOW THE TELEPORTERS WORK, IT'S JUST A MATTER OF DELICATE MANEUVERING. LOOKING DOWN MIGHT HELP.

What do I do with this stone block?

LOOK FOR A PLACE WHERE IT MIGHT FIT.

Wait a minute! The Sri-Feng have been trying to blast me all this time, and now they say they're on my side? This is a setup, right?

DON'T BE TOO PARANOID. THEY'RE ALIENS, AFTER ALL. GO FIGURE.

I keep taking damage from this lava and sludge. Is there something I can use to protect myself?

YES. IN FACT, YOU'VE HAD IT IN YOUR POSSESSION FOR MOST OF THE GAME.

I can see some areas I can't get into on my Automap. Any tips?

REMEMBER, SOME WALL BUTTONS SHOW UP ON YOUR AUTOMAP, SOME DON'T.

There are two doors on Level 4 that keep slamming in my face.

THE CLANGING PRISON DOOR NEAR THE BOTTOM OF THE MAP LEADS TO A ROOM YOU CAN'T GET TO AT ALL. HOWEVER, YOU CAN GET OVER THE SLIDING BLOCK IN THE OCTAGONAL CHAMBER AT THE TOP OF THE MAP, IF YOU MOVE FAST ENOUGH.

SCENE 10: NECROM'S LAIR

Nothing I do seems to hurt NeCrom.

THE DRAAK-MANG MAKES HIM INVULVERABLE. YOU NEED TO TAKE CARE OF THAT FIRST. PIT YOUR DARKLIGHT POWER AGAINST THE DRAAK-MANG IN THE MOST DIRECT WAY POSSIBLE.

Great. So where's the Draak-Mang?

IT TAKES THE FORM OF AN ANGRY SPIRIT.

If I move fast enough after the last fight with NeCrom, can I get his crystal?

SORRY. IT'S NOT FOR YOU.



LEVEL MAPS

The full-page maps that follow contain a wealth of useful information about each level of every scene in the game. The scenes appear in numerical order. Most scenes have four levels, though a few have just three. The starting and exit points for each scene are labeled.

All the levels are likewise given in numerical order, Level 1 through Level 4, even on scenes where you may not reach the first level until you finish all the others. For a more chronological approach to the scenes, see the **Walkthrough** section, pp. 73-127.

Icons

The colored “explosion” icons  indicate an opponent, ally or creature. Since monsters move around, they may not be exactly where they’re marked on the map, but they’re probably nearby. Each creature type on that particular level is assigned a specific color. A larger icon with a number inside  indicates a group with that many members of a particular creature type.

If a creature icon is surrounded by a white outline, it represents an exceptional creature (or creatures) of that type — either far tougher than normal, or possessing some exceptional ability. If the number within the icon is reversed out (white rather than black) that means that the indicated creature will not be in that area the first time you go through, but will be there if you come back through later.

The “hand” icons  mark where useful items can be picked up. Each hand can represent several objects. Between the map and the legend is a key listing all the objects on the level. The letter in the hand icon corresponds to the letter on the key to show exactly where each object or group of objects can be found. If you don’t find an object exactly where it’s marked, it’s probably because an enemy is carrying it, and the enemy has moved away from his mark. When you kill the enemy, you’ll get the object.

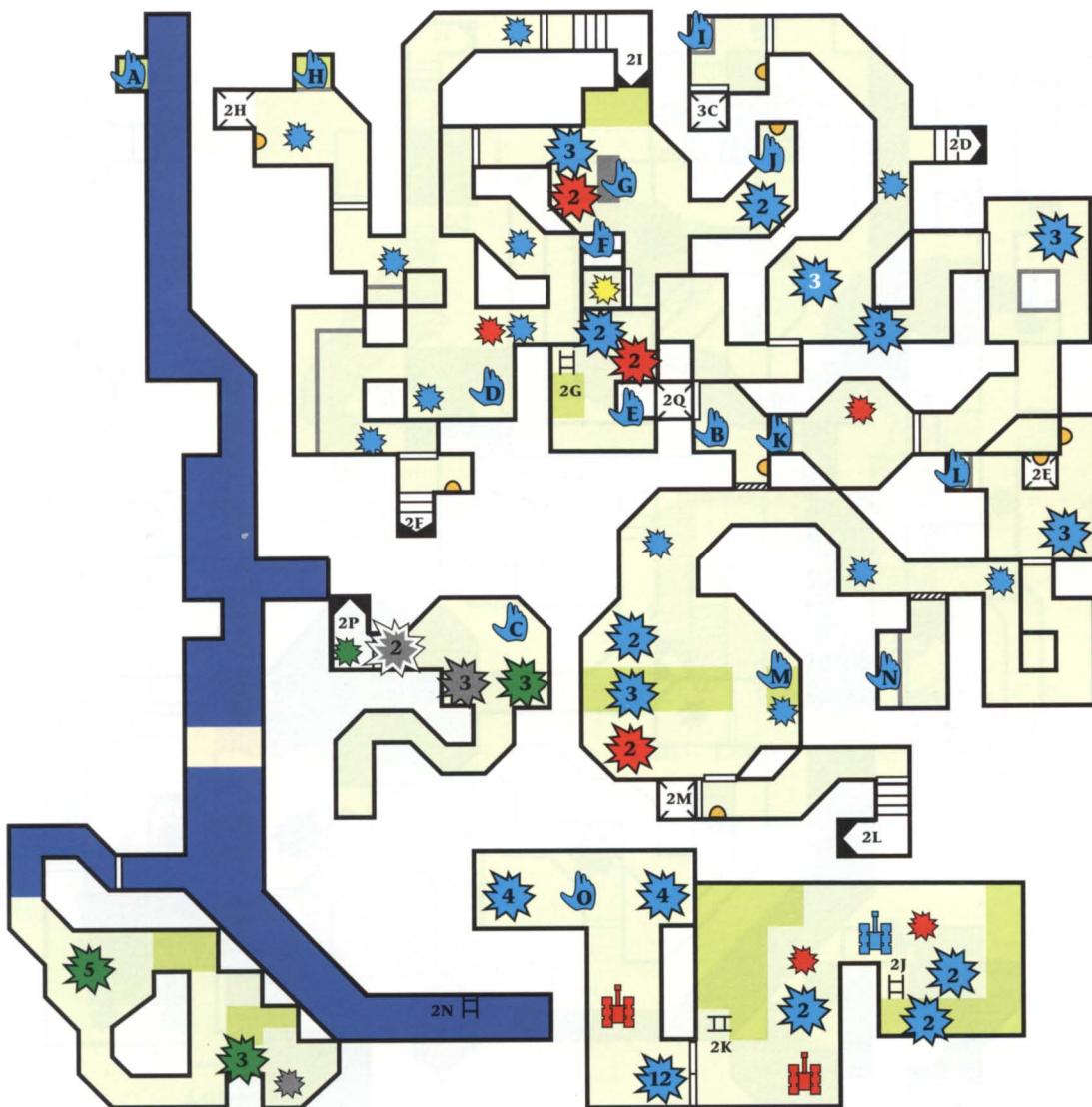
Elevations

Every stairway,  lift  (i.e., elevator) or ladder  in the game is marked with a number and a letter. This tells you where the other end of the marked object is. If, for example, you’re on Level 3 and you come to a stairway labeled 4C, that means it goes to stairway C on Level 4. On the Level 4 map, the same stairway will be labeled 3C.

The levels of a scene are not featureless, flat planes. There are different elevations within levels. Platforms (places where the elevation is higher than the normal floor) are shown on the map as shaded areas.  (Sometimes a platform can be seen all the way up on the next level, when it is necessary to mark the platform in order to understand the map.)

“Lower floor” areas are also marked as . This means that these areas are open on the current level, but their floor is on a lower level. If you enter one of these levels, you’ll fall. Areas covered with water are also marked.  For mapping purposes, “water” can include such diverse liquids as toxic sludge and even molten lava. See the individual maps for the specific shades used to mark the above areas.

THE LAB: LEVEL 1



A - Bodysuit, Regen

B - Cash

C - Armorseal, Helmet 40, Cash

D - Armorseal

E - Laser Clip

F - Keycard

G - Regen

H - Icon Health

I - Regen

J - Laser Clip

K - Regen, Syp Decoder, Laser Pistol

L - Regen

M - Regen

N - Cash, Regen, Bodysuit,

2 Laser Clips

O - Regen, Armorseal, Laser Clip



▲ Turret Gun

— Wall

■ Lower Floor

■ Floor

■ Platform/Walkway

■ Water

— Force Field

Stairs

Lift

Ladder

Door

■ Secret Door/Wall

■ Aircar
Blue/Friendly
Red/Enemy

■ Tank
Blue/Friendly
Red/Enemy

■ Moving Block

■ Button

■ Slugg

■ Trooper

■ Drone

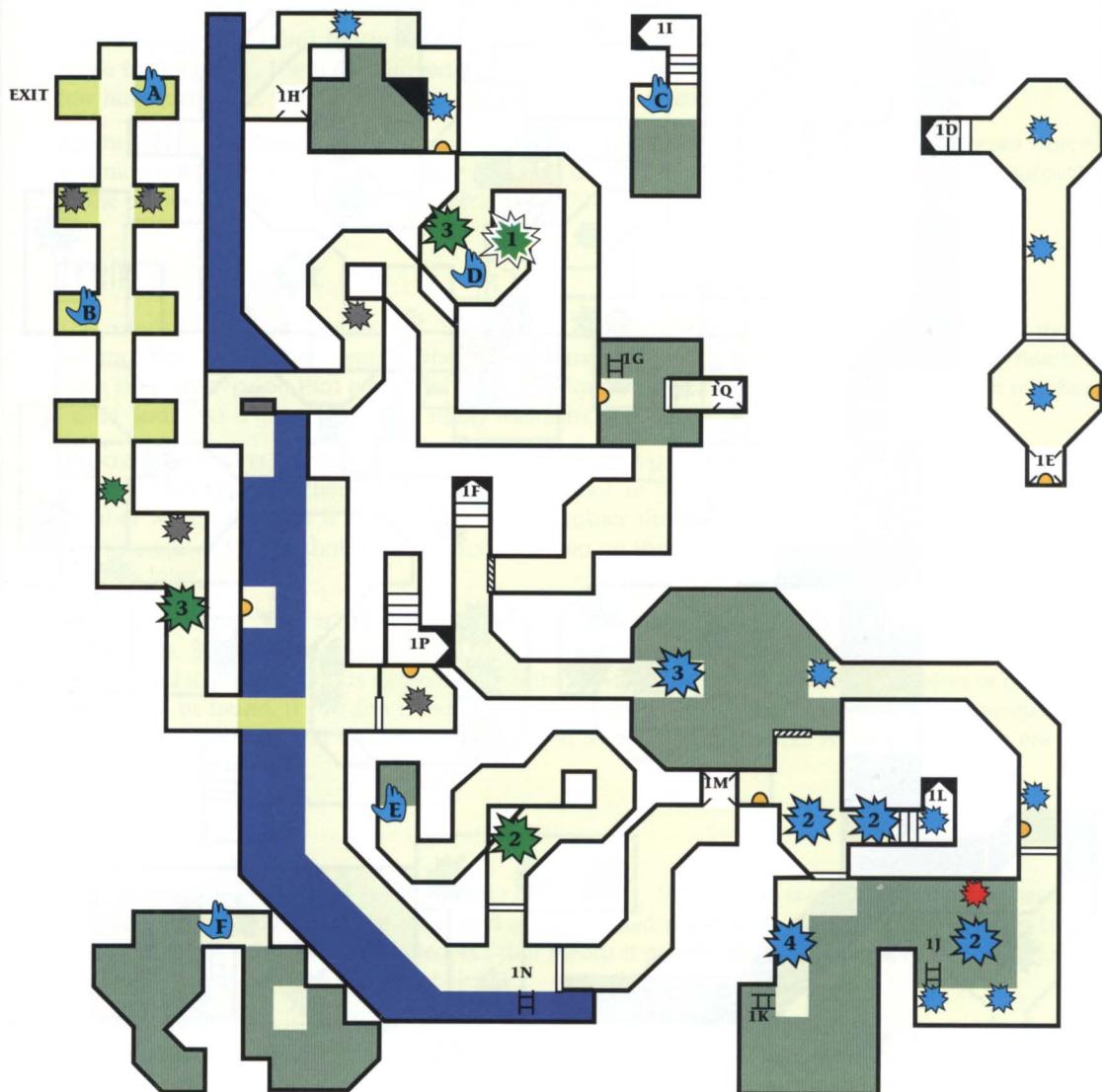
■ Mung

■ Ghoulie

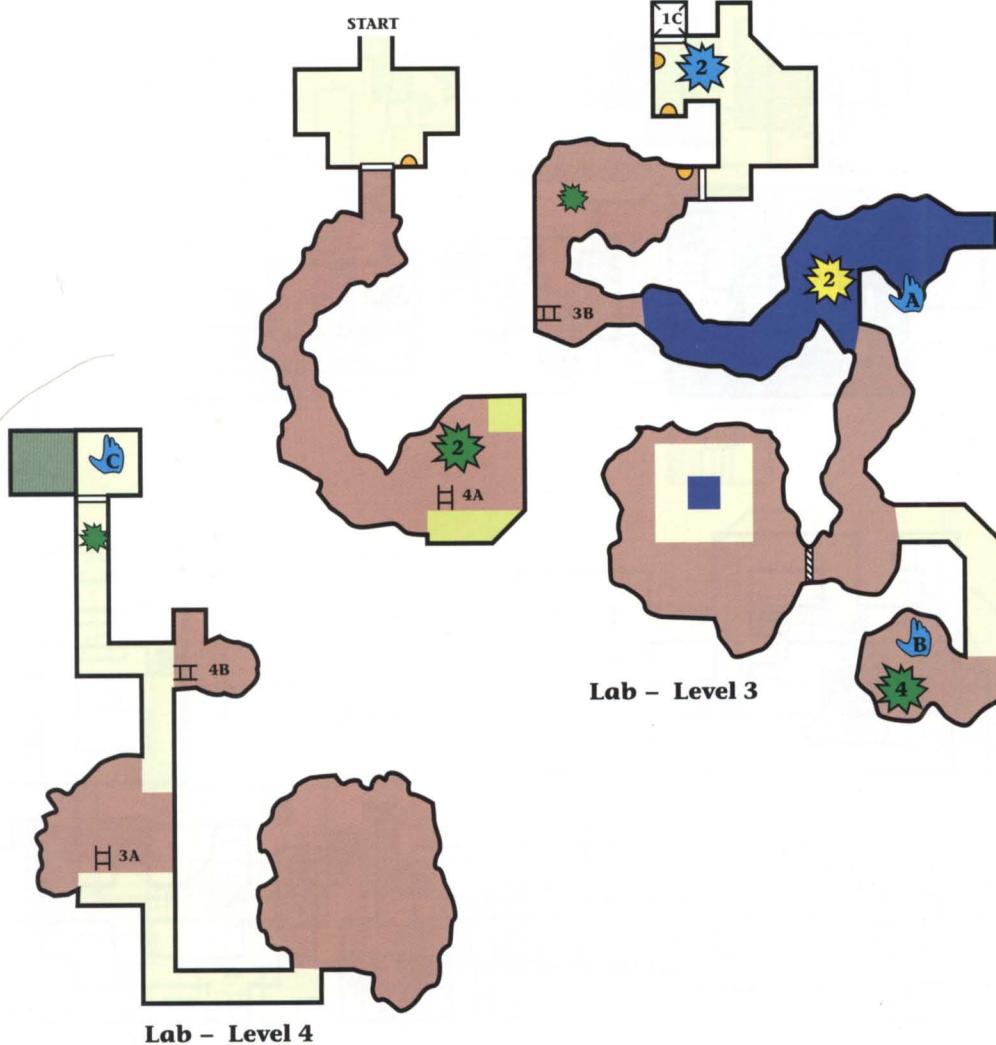


Maps

THE LAB: LEVEL 2



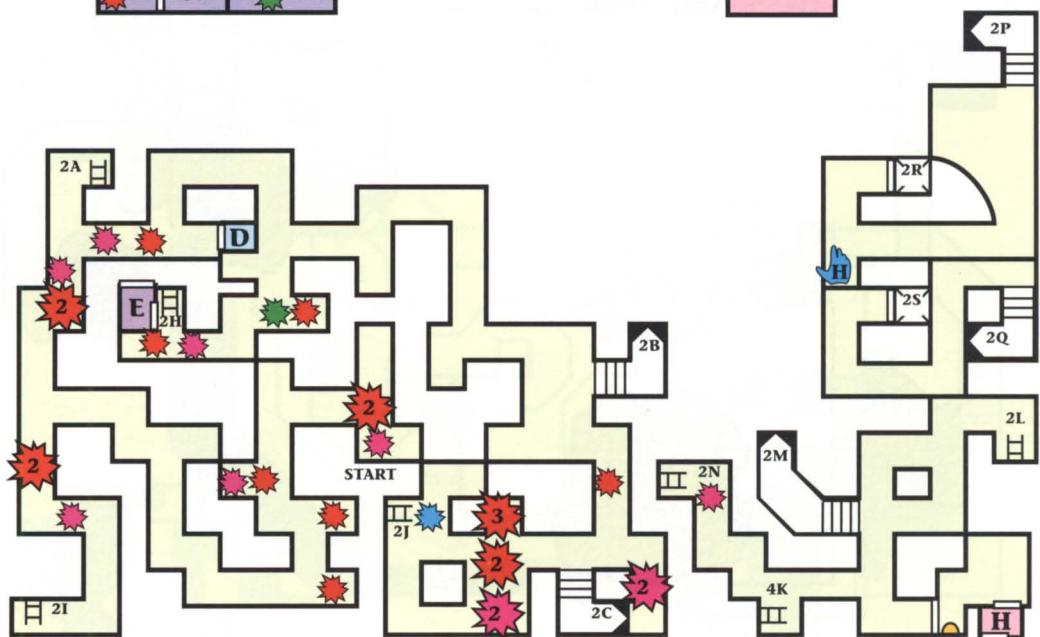
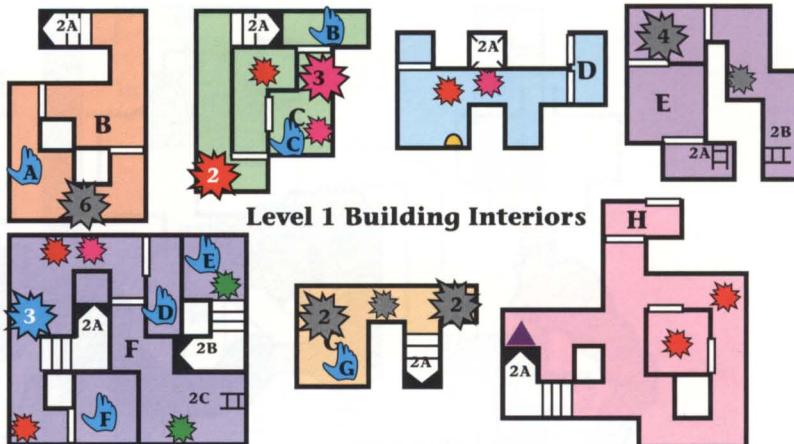
THE LAB: LEVELS 3 & 4



 A - Power Blade
 B - Grenades
 C - Armorseal, Icon Fire

 Turret Gun	 Force Field	 Aircar	 Slugg
 Wall	 Stairs	 Blue/Friendly	 Trooper
 Lower Floor	 Lift	 Red/Enemy	 Drones
 Floor	 Ladder	 Tank	 Mung
 Platform/Walkway	 Door	 Moving Block	 Ghoulie
 Water/Tunnel	 Secret Door/Wall	 Button	

THE SLUMS: LEVEL 1



A - Laser Clip, Icon +5 Life,
Armor Exorb (60 pt.)

B - Regen, Cash, Icon +5 Life

C - Shock Mace, Cash

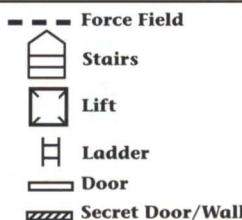
D - Regen

E - Icon +5 Mann-Ra

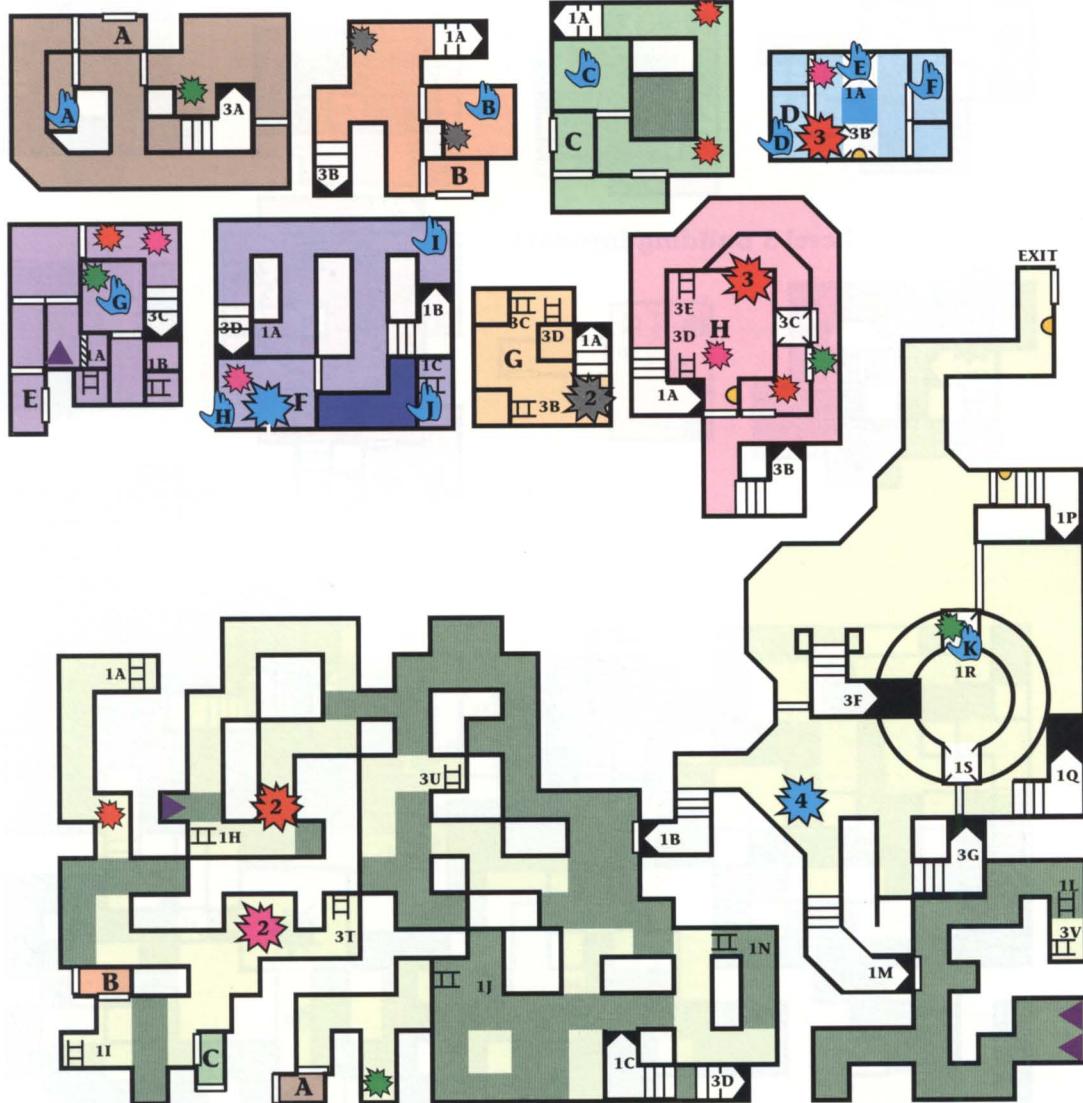
F - Bodysuit, Icon +2 Life

G - SMG, Icon +2 Mann-Ra,
Armorseal

H - Regen, Armorseal, 2 Cash



THE SLUMS: LEVEL 2



A - Regen
 B - Bodysuit
 C - Gloves 10 pt.
 D - Armor 20 pt.

E - Grenades
 F - Cash
 G - Blast Rifle, Regen,
 Icon +2 Mann-Ra

H - 2 Cash
 I - Icon +2 Mann-Ra
 J - Hover Bombs, Helmet 40 pt.
 K - Razor Axe

▲ Turret Gun
 — Wall
 ■ Lower Floor
 □ Floor
 ■ Platform/Walkway
 ■ Water

- - - Force Field
 □ Stairs
 □ Lift
 □ Ladder
 □ Door
 ■■■ Secret Door/Wall

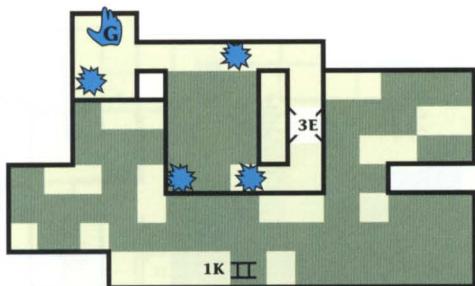
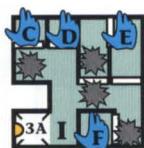
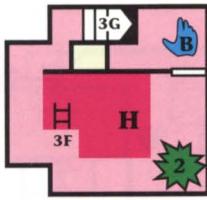
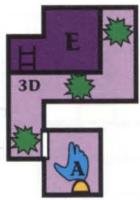
Aircar
 Blue/Friendly
 Red/Enemy
 Tank
 Blue/Friendly
 Red/Enemy
 Moving Block
 Button

■■■ Ghoulie
 ■■■ Mongo
 ■■■ Trooper
 ■■■ Ganger M
 ■■■ Ganger F

39

Maps

THE SLUMS: LEVEL 4



 A - Cash, Regen, Laser Clip
 B - Icon +2 Life, 2 Regen
 C - Cash

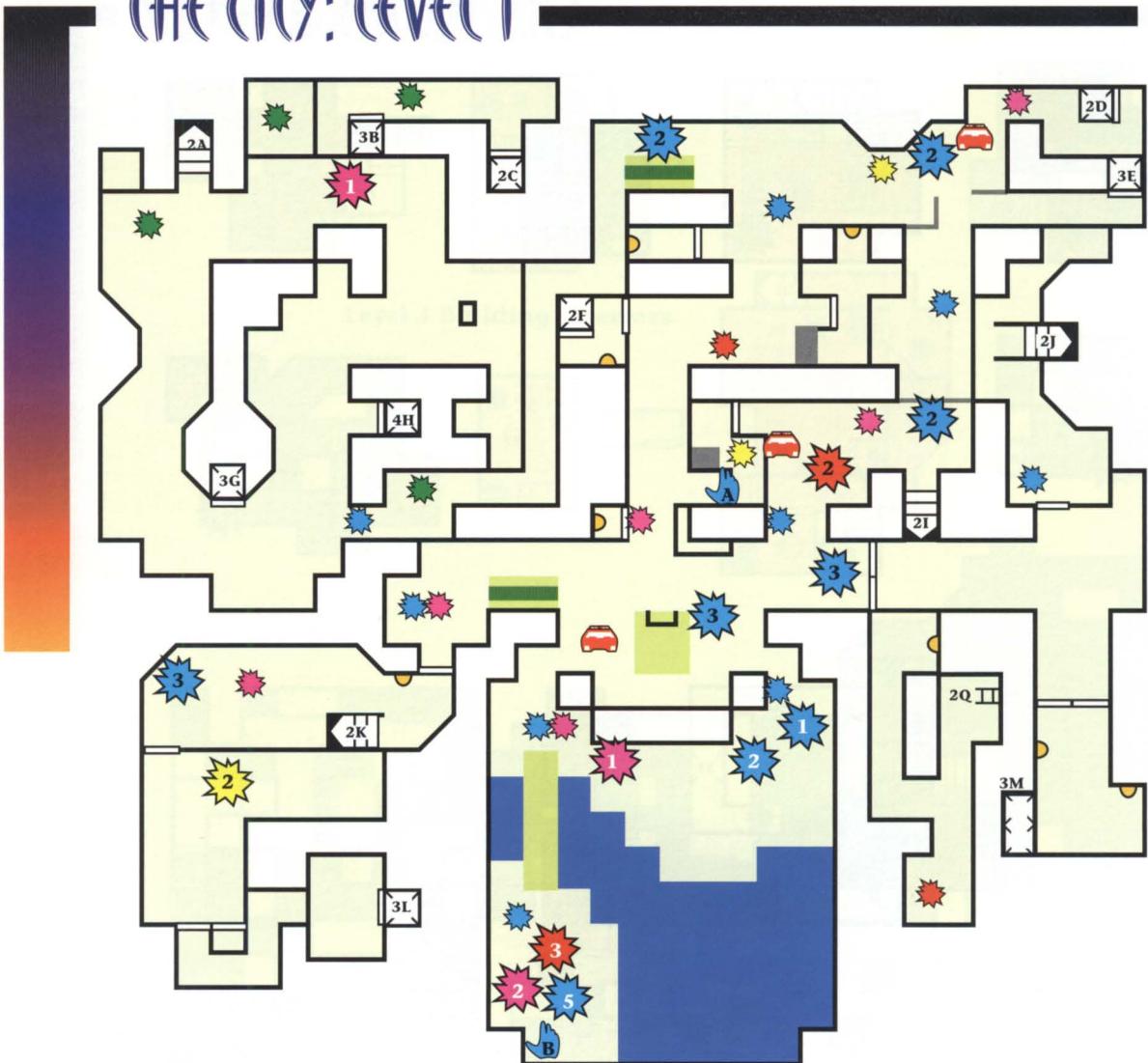
 D - Icon Spectral
 E - Armor 50 Pt.
 F - Icon +5 Mann-Ra

 G - Boots, Gloves, Armor 40 Pt.,
 SMG Clip, Regen

 Turret Gun	 Force Field	 Aircar	 Ghoulie
 Wall	 Stairs	 Blue/Friendly	 Mongo
 Lower Floor	 Lift	 Red/Enemy	 Trooper
 Floor	 Ladder	 Blue/Friendly	 Ganger M
 Platform/Walkway	 Door	 Red/Enemy	 Ganger F
 Water	 Secret Door/Wall	 Moving Block	 Button

 41


THE CITY: LEVEL 1



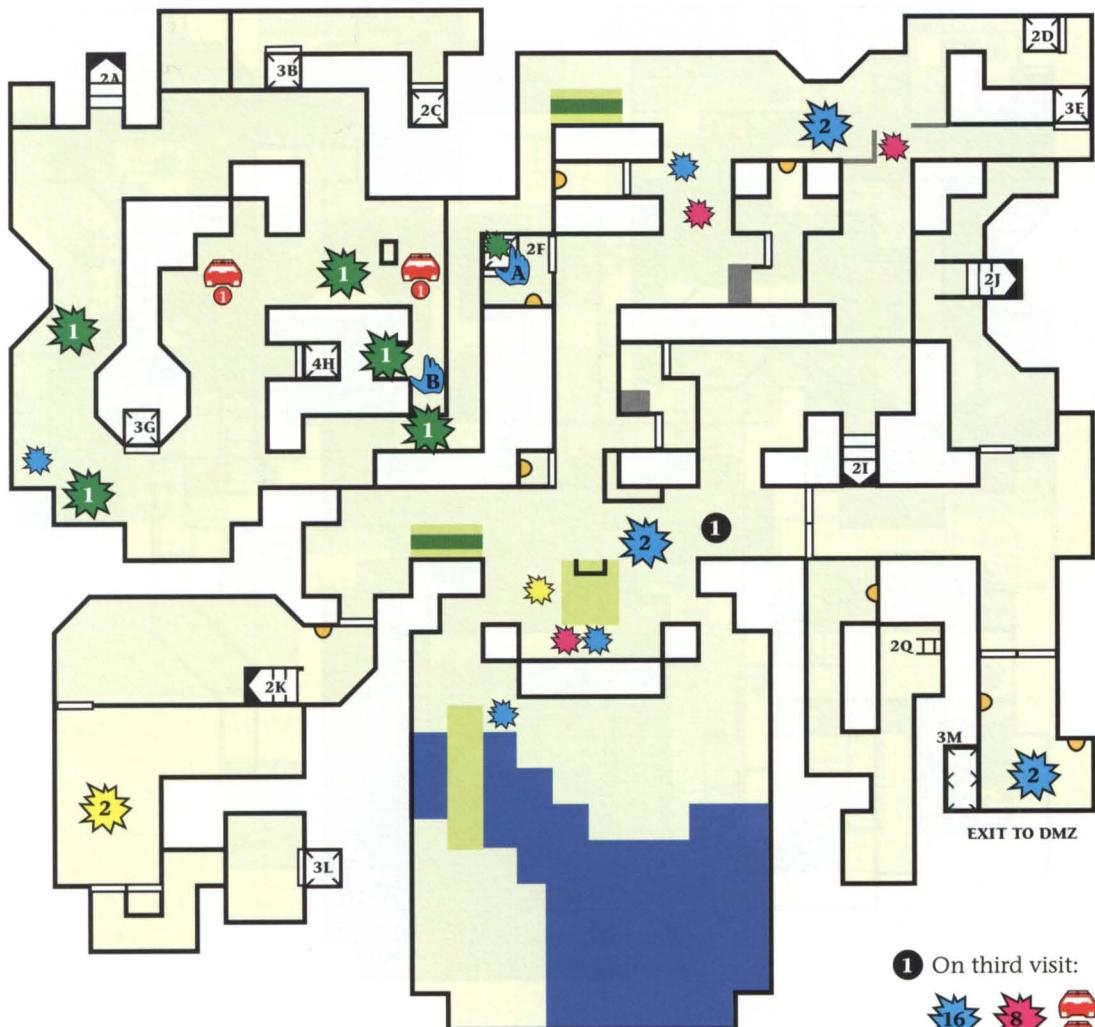
A - Bliss Card
B - Nex Card



CyberMage

▲ Turret Gun	— Force Field	● Aircar	● Sri-Feng
— Wall	— Stairs	● Blue/Friendly	● Stynx
■ Lower Floor	□ Lift	● Red/Enemy	● Trooper
■ Floor	■ Ladder	● Tank	● Cop
■ Platform/Walkway	— Door	● Blue/Friendly	● Noxie
■ Water	■ Secret Door/Wall	● Red/Enemy	● Metabot

THE CITY: LEVEL 1 Return Visits



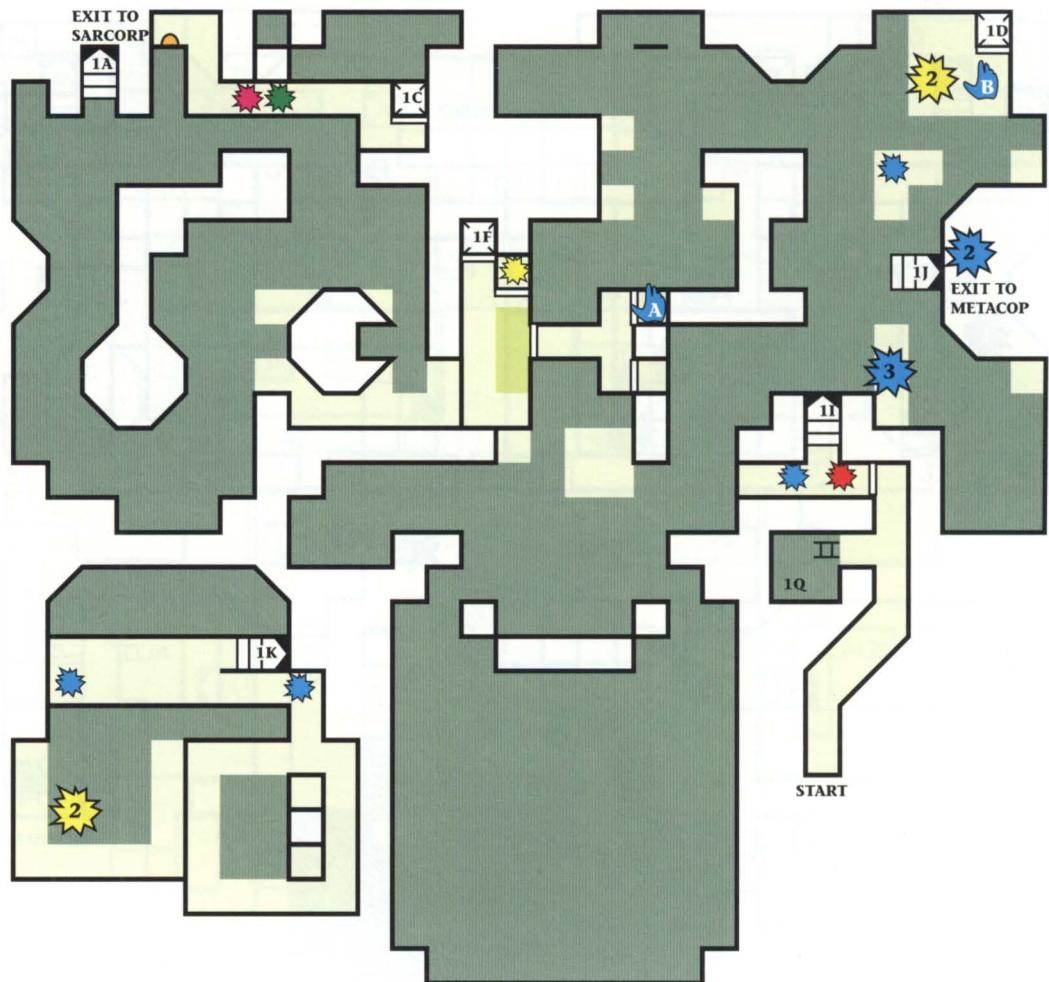
A - Cash
B - SARC Keycard

▲ Turret Gun	— Force Field	■ Aircar	■ Sri-Feng
— Wall	■ Stairs	■ Blue/Friendly	■ Stynx
■ Lower Floor	■ Lift	■ Red/Enemy	■ Trooper
■ Floor	■ Ladder	■ Tank	■ Cop
■ Platform/Walkway	— Door	■ Blue/Friendly	■ Noxie
■ Water	■ Secret Door/Wall	■ Red/Enemy	■ Metabot

43

Maps

THE CITY: LEVEL 2



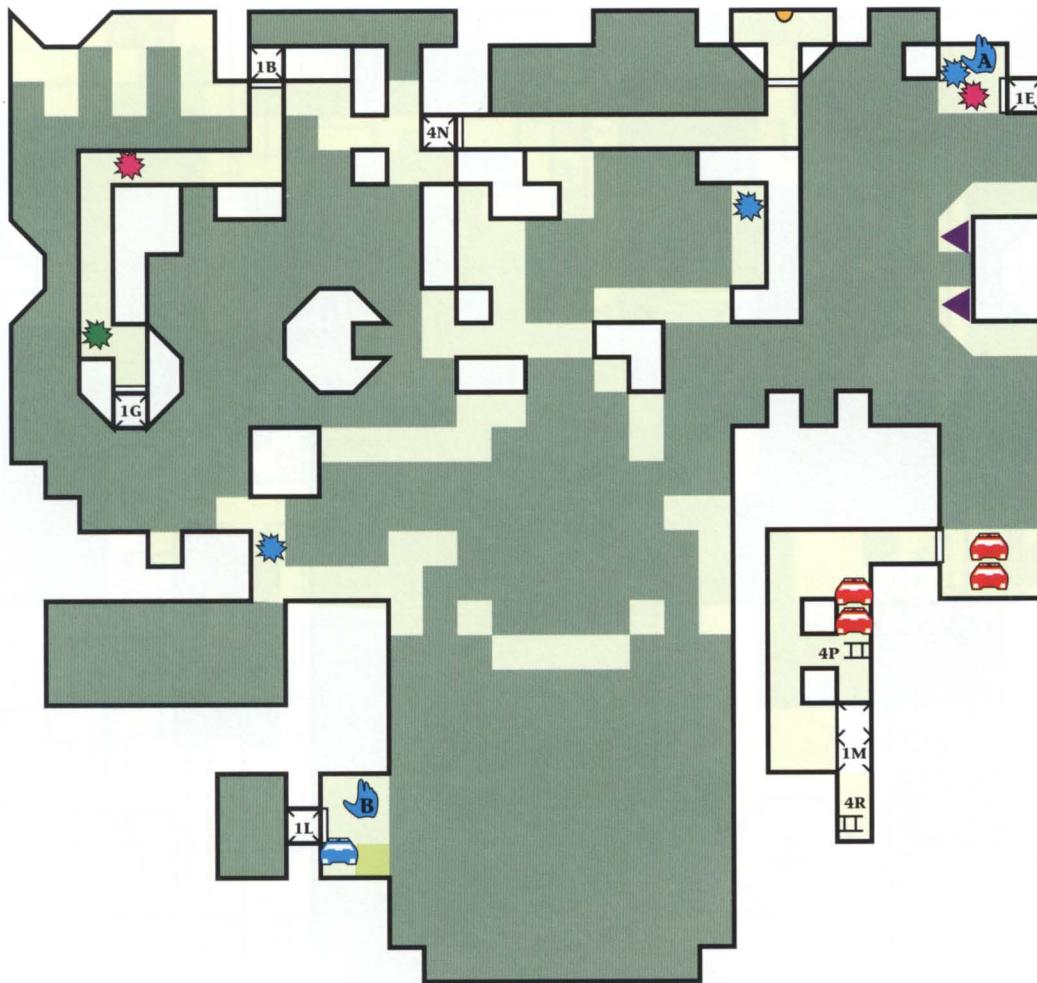
A - Vanni's Box (Cash, Icon +25 Mann-Ra, Random Armor 90 pt., other random items)

B - Liberty's Card (City 2)



▲ Turret Gun	— - - Force Field	■ Aircar	● Sri-Feng
— Wall	— Stairs	■ Blue/Friendly	● Stynx
■ Lower Floor	□ Lift	■ Red/Enemy	■ Trooper
■ Floor	■ Ladder	■ Tank	■ Cop
■ Platform/Walkway	— Door	■ Blue/Friendly	■ Noxie
■ Water	■ Secret Door/Wall	■ Red/Enemy	■ Metabot

THE CITY: LEVEL 3



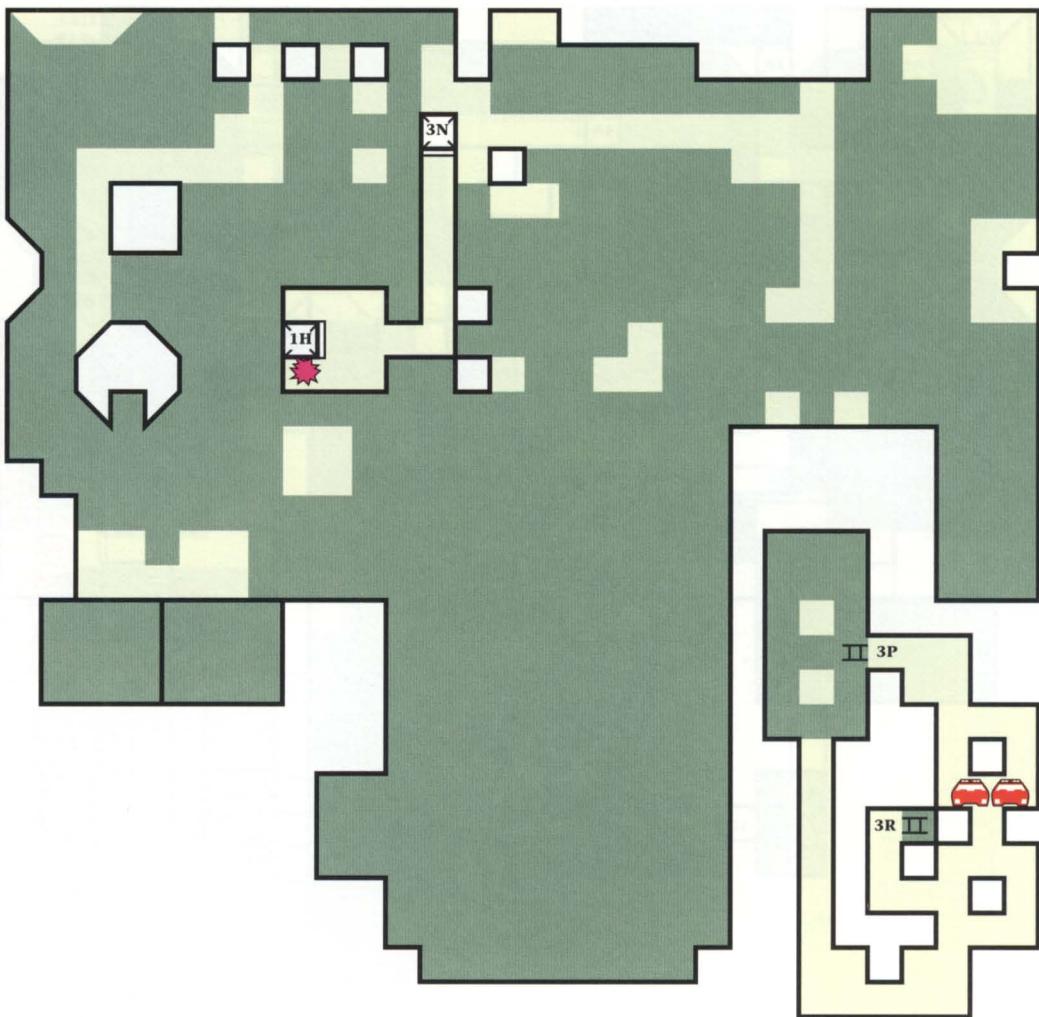
A. Cook

A - Cash



Maps

THE CITY: LEVEL 4



No Items

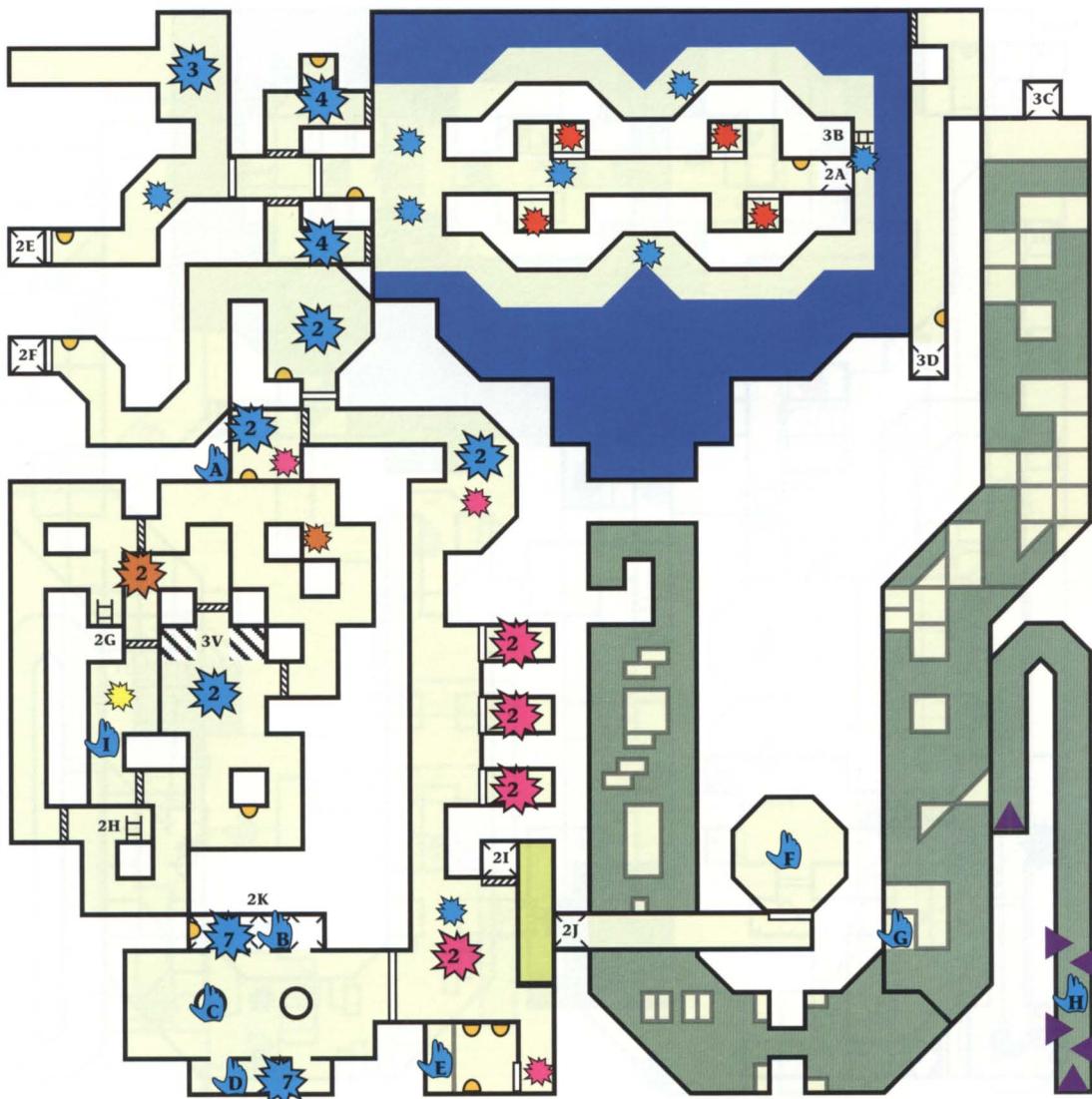


CyberMage

▲ Turret Gun	— Force Field	Aircar	Sri-Feng
— Wall	— Stairs	Blue/Friendly	Styx
■ Lower Floor	□ Lift	Red/Enemy	Trooper
■ Floor	■ Ladder	Tank	Cop
■ Platform/Walkway	— Door	Blue/Friendly	Noxie
■ Water	■ Secret Door/Wall	Red/Enemy	Metabot

METACOP: LEVEL 1

START



A - Regen, Blast Rifle
B - Laser Clip
C - Blast Pak

D - Laser Clip
E - Regen, Armorseal
F - 5 Cash

G - Icon +5 Mann-Ra,
Regen, SMG Clip

H - Heavy Blaster
I - Fuse



Turret Gun



Wall



Lower Floor



Floor



Platform/Walkway



Water



Force Field



Stairs



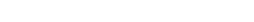
Lift



Ladder



Door



Secret Door/Wall



Aircar

Blue/Friendly

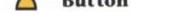
Red/Enemy



Tank

Blue/Friendly

Red/Enemy



Moving Block



Button



Genno



Trooper



Cop



Metabot



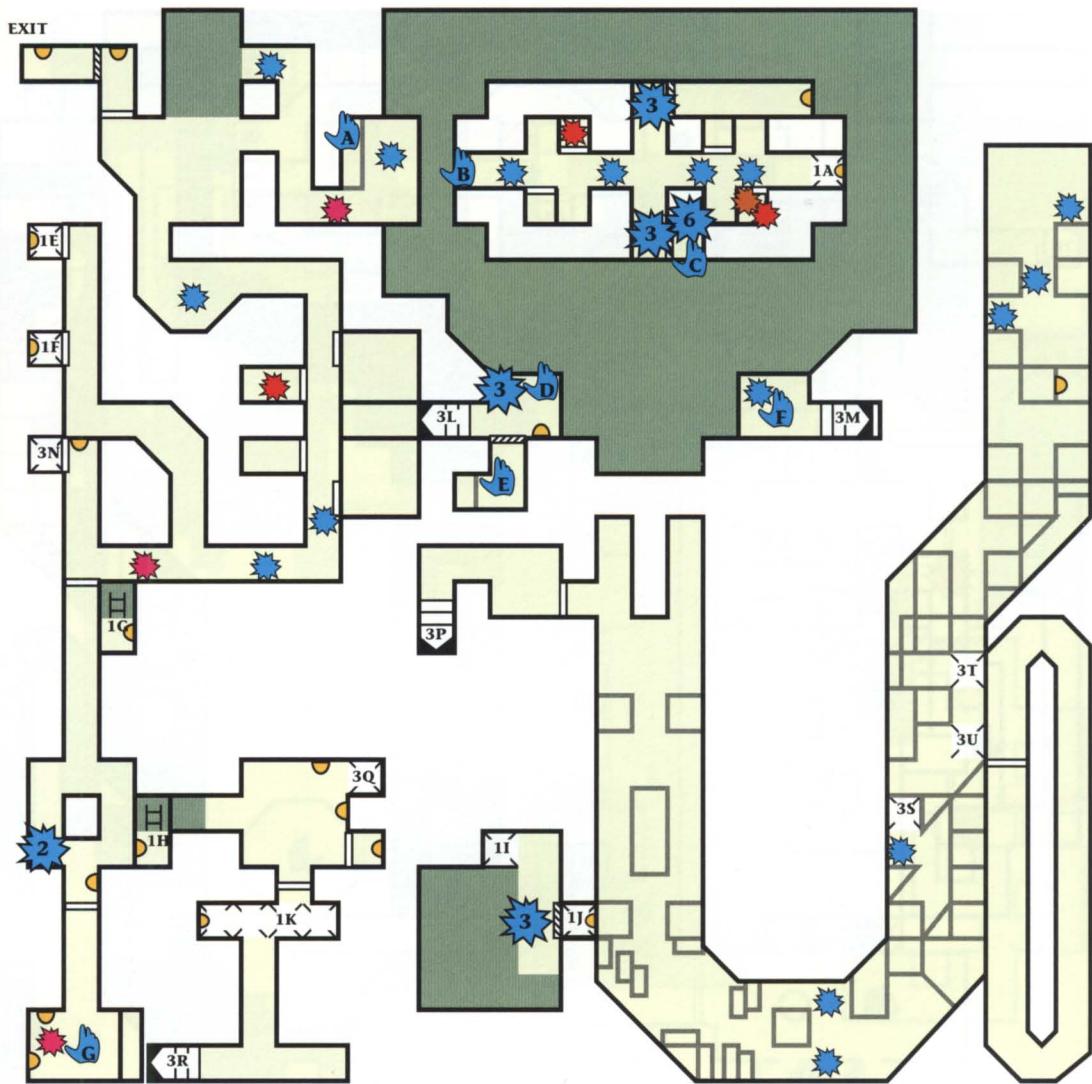
Leg. of Doom



47

Maps

METACOP: LEVEL 2



A - Cellblock Card,
Laser Ammo, Regen
B - Keycard
C - Grenades, Regen

D - Delete and re-letter
E - Electric Key,
Laser Ammo
F - Regen, SMG

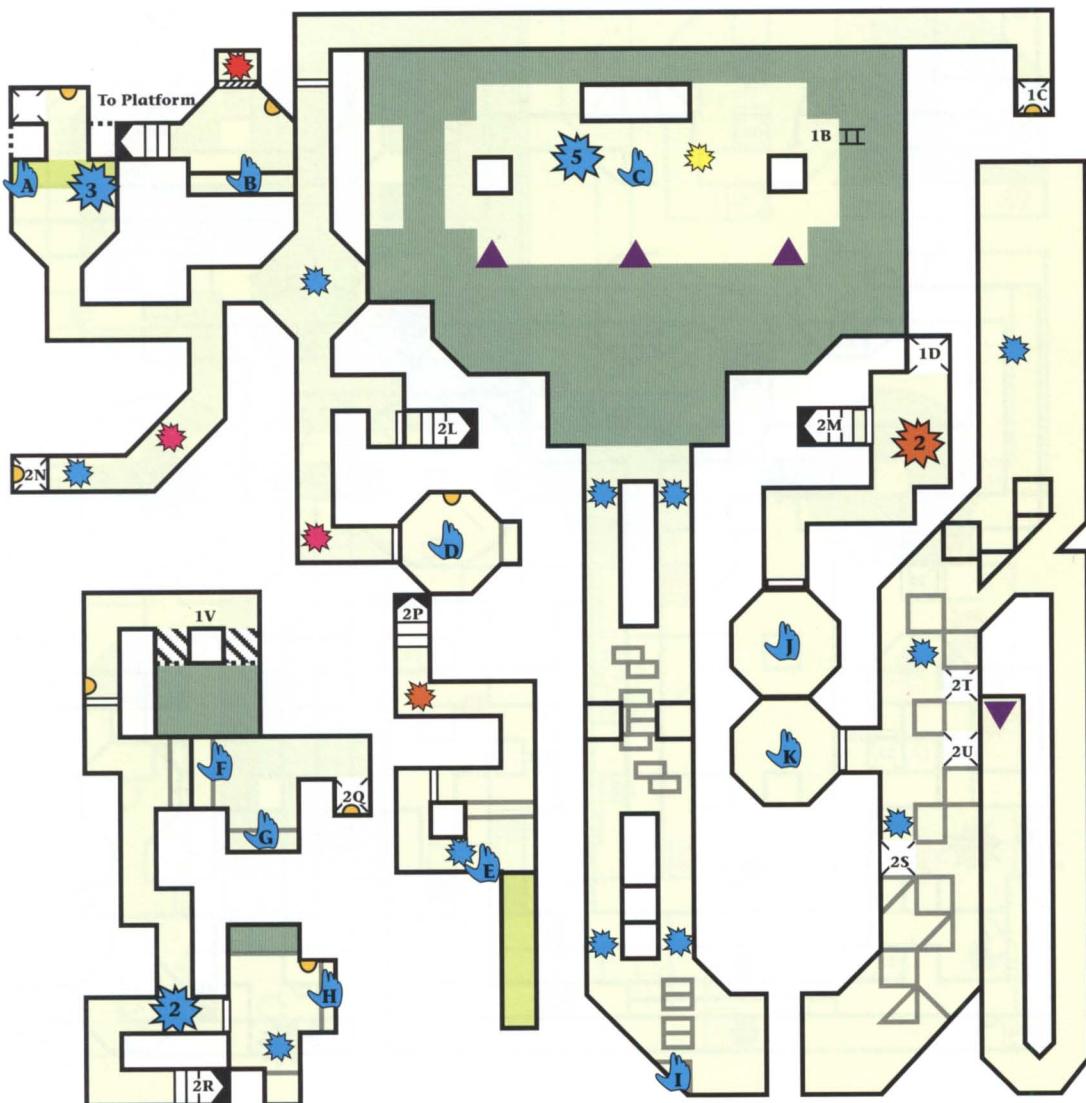
G - Plasma Charge,
Boots 50 pt.,
Armor 50 pt.

H - Blast Pak,
Hover Bombs,
Activate Robots
Software



▲ Turret Gun	— - - Force Field	● Aircar	● Genno
— Wall	— - Stairs	● Blue/Friendly	● Trooper
■ Lower Floor	□ Lift	● Red/Enemy	● Cop
■ Floor	■ Ladder	● Tank	● Metabot
■ Platform/Walkway	— Door	● Blue/Friendly	● Leg. of Doom
■ Water	■ Secret Door/Wall	● Red/Enemy	

METACOP: LEVEL 3



A - SMG Clip
B - Regen,
 Retinal Mimic,
 Full Armor 30 pt.
C - Rocket Gun

D - Purge Robots
 Software
E - Icon +5 Mann-Ra,
 Icon Protection,
 Icon Fire, Icon +5 Life

F - Jump Jet,
 Armor 40 pt.
G - Helmet 40 pt.,
 Armorseal
H - Regen, Icon +5 Life

I - Icon +5 Life
J - 5 Cash
K - 5 Cash



Turret Gun
Wall
Lower Floor
Floor
Platform/Walkway
Water

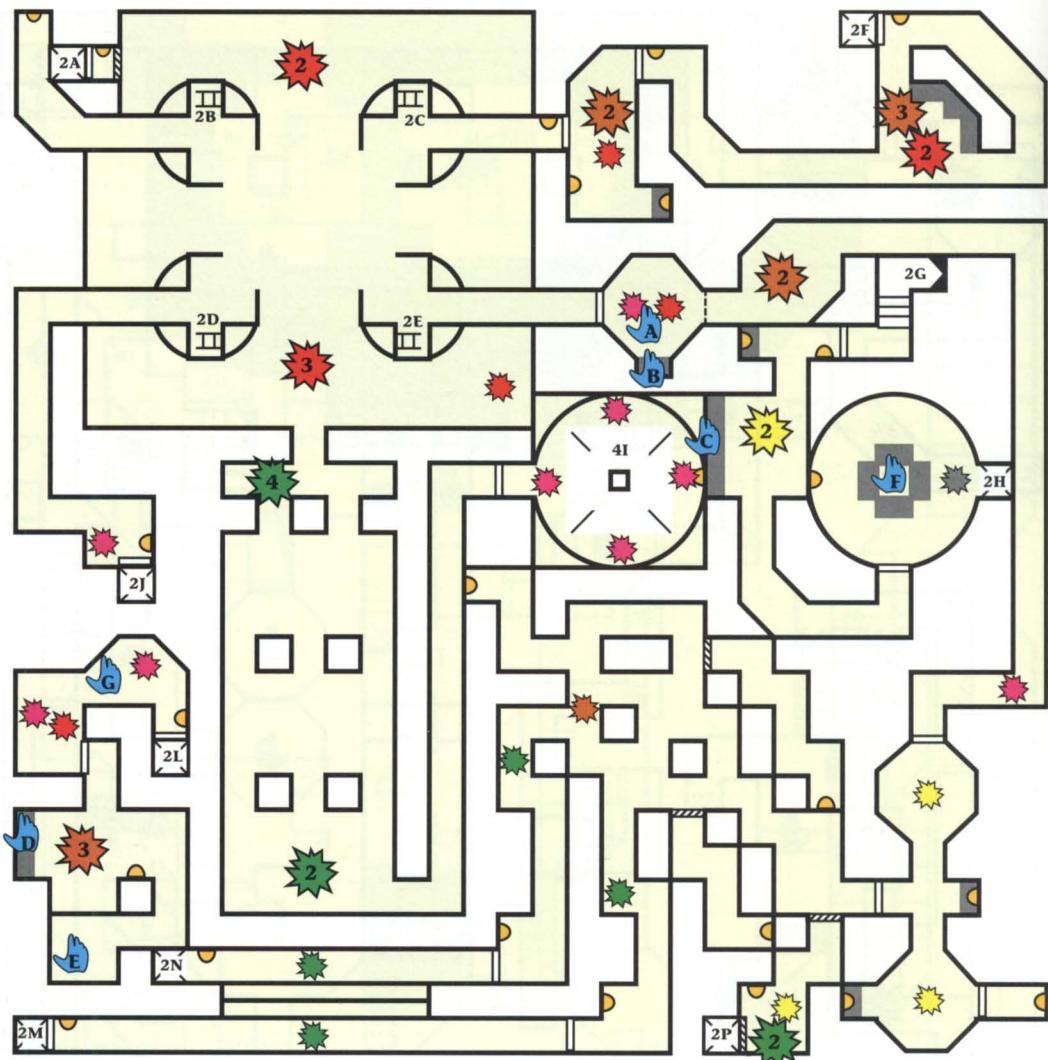
Force Field
Stairs
Lift
Ladder
Door
Secret Door/Wall

Aircar
 Blue/Friendly
 Red/Enemy
Tank
 Blue/Friendly
 Red/Enemy
Moving Block
Button

Genno
Trooper
Cop
Metabot
Leg. of Doom

49
Maps

SARCORP: LEVEL 1



A - Plasma Charge
 B - Plasma Gun,
 Plasma Charge

C - Regen
 D - Regen, Hover Bombs
 E - Retinal Memic

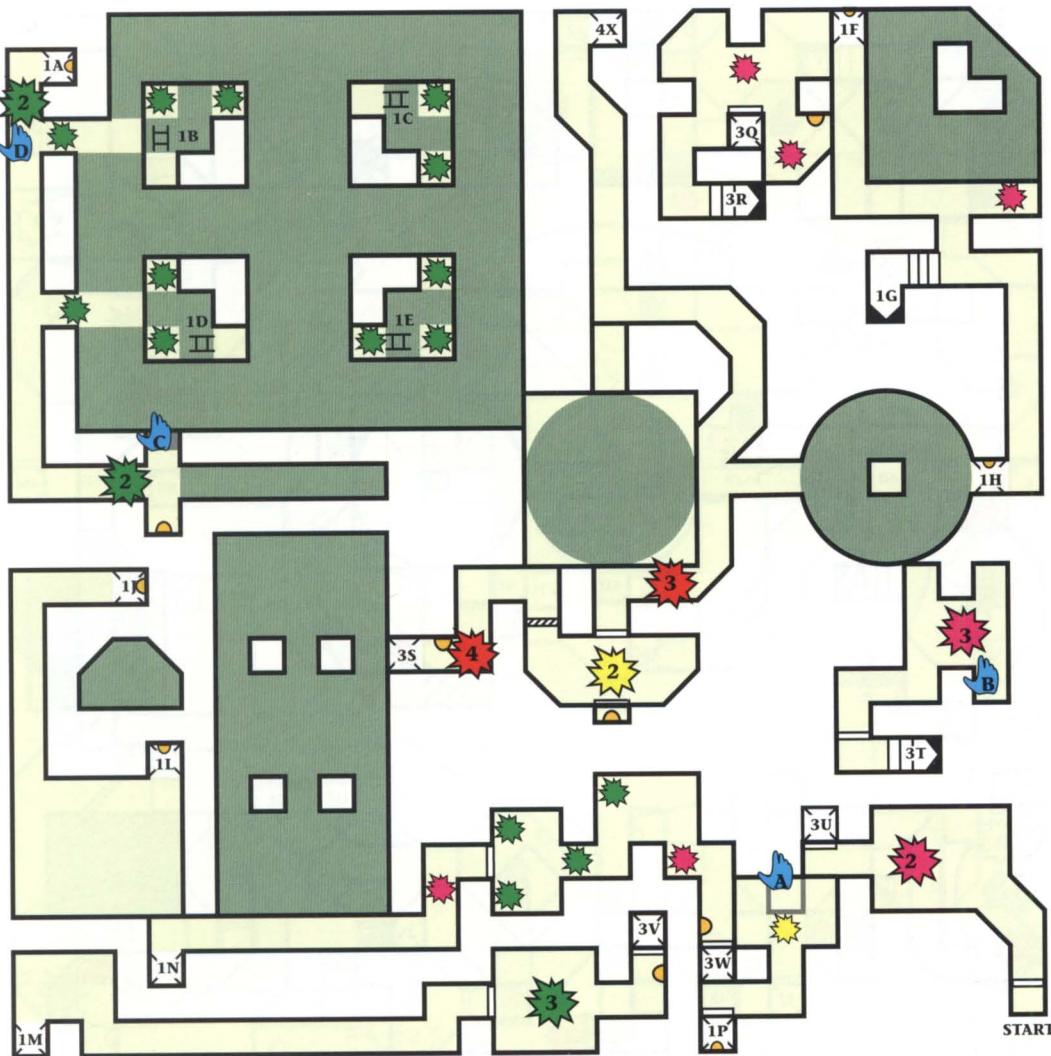
F - Damma-Cron
 G - Blast Pak



CyberMage

▲ Turret Gun	— Force Field	▲ Aircar	● Genno
— Wall	— Stairs	● Blue/Friendly	● Styxn
■ Lower Floor	□ Lift	● Red/Enemy	● Drone
■ Floor	■ Ladder	● Tank	● Metabot
■ Platform/Walkway	— Door	● Blue/Friendly	● Sri-Feng
■ Water	■ Secret Door/Wall	● Red/Enemy	● Mung

SARCOP: LEVEL 2



A - Icon Incenera

B - Blast Pak

C - Icon Cloak

D - SMG Clip



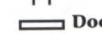
Force Field



Stairs



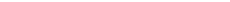
Lift



Ladder



Door



Secret Door/Wall

Aircar

Blue/Friendly

Red/Enemy

Tank

Blue/Friendly

Red/Enemy

Moving Block



Button

Genno

Styx

Drone

Metabot

Sri-Feng

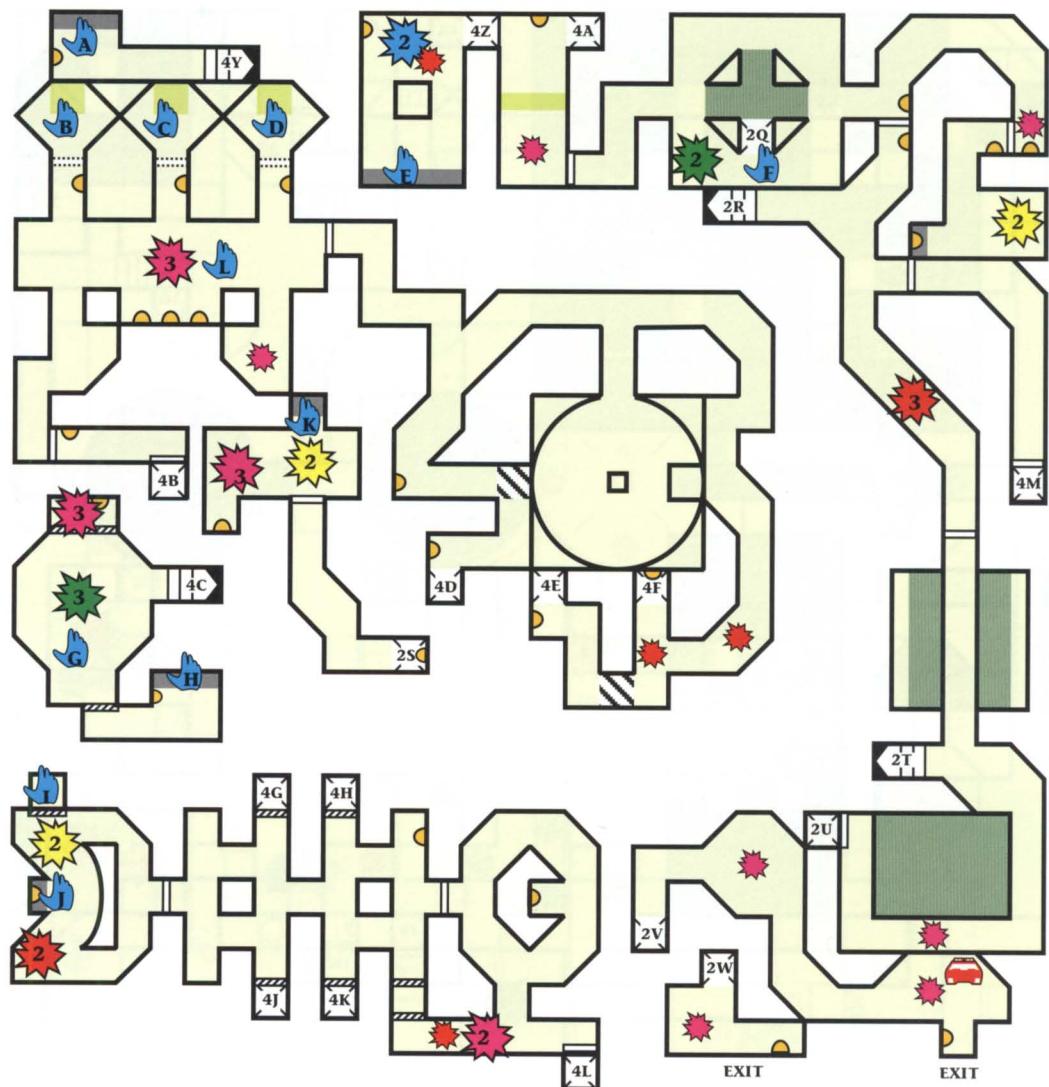
Mung



51

Maps

SARCORP: LEVEL 3



A - Rockets, Hubb Key,
Icon +2 Mann-Ra,
Katt 1, 4 Regen
B - Icon +25 Life

C - Fusion Gun
D - Icon +25 Mann-Ra
E - Keycard
F - SMG

G - SMG Clip
H - Katt 3, Icon +2 Life,
Cash
I - Full Armor 40 pt.

J - Security Badge,
2 Hover Bombs
K - Infiltrator
L - Blast Pak



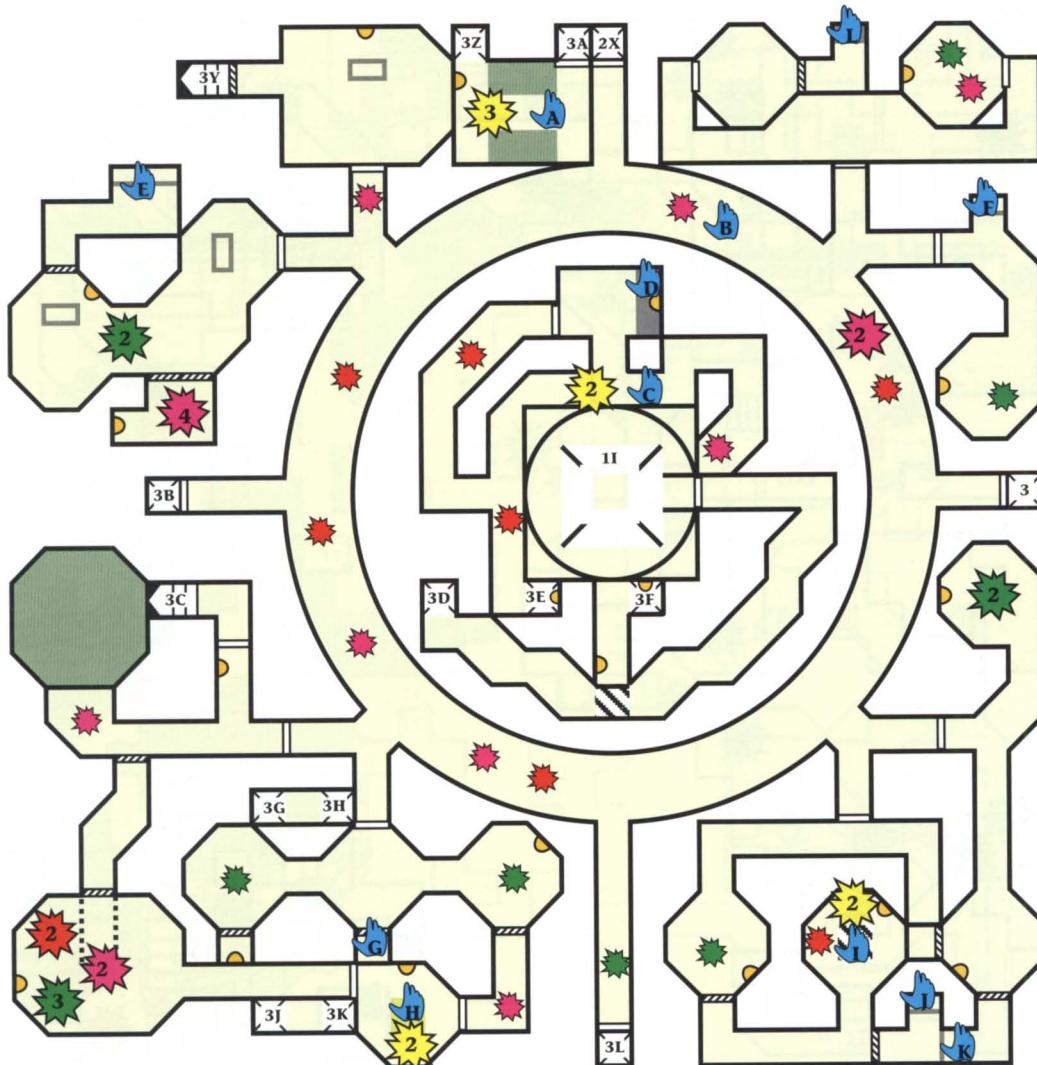
▲ Turret Gun
— Wall
■ Lower Floor
■ Floor
■ Platform/Walkway
■ Water

— Force Field
— Stairs
□ Lift
— Ladder
— Door
■ Secret Door/Wall

■ Aircar
■ Blue/Friendly
■ Red/Enemy
■ Tank
■ Blue/Friendly
■ Red/Enemy
■ Moving Block
■ Button

■ Genno
■ Styx
■ Drone
■ Metabot
■ Sri-Feng
■ Mung

SARCOP: LEVEL 4



A - Hover Bombs

B - Blast Pak

C - Hover Bombs

D - Regen

E - Katt 2, Icon +2 Life, Cash

F - Katt 7, Icon +2

Mann-Ra, Cash

G - Katt 4, Pyramid +2

Mann-Ra, Cash

H - Full Armor Exorb 60 pt.

I - Icon Painwave Power

J - Katt 5, Pyramid +2

Mann-Ra, Cash

K - Katt 6, Pyramid +2

Life, Cash

L - Katt 8, Pyramid +2

Life, Cash



Turret Gun

Wall

Lower Floor

Floor

Platform/Walkway

Water

Force Field

Stairs

Lift

Ladder

Door

Secret Door/Wall

Aircar

Blue/Friendly

Red/Enemy

Tank

Blue/Friendly

Red/Enemy

Moving Block

Button

Genno

Stynx

Drone

Metabot

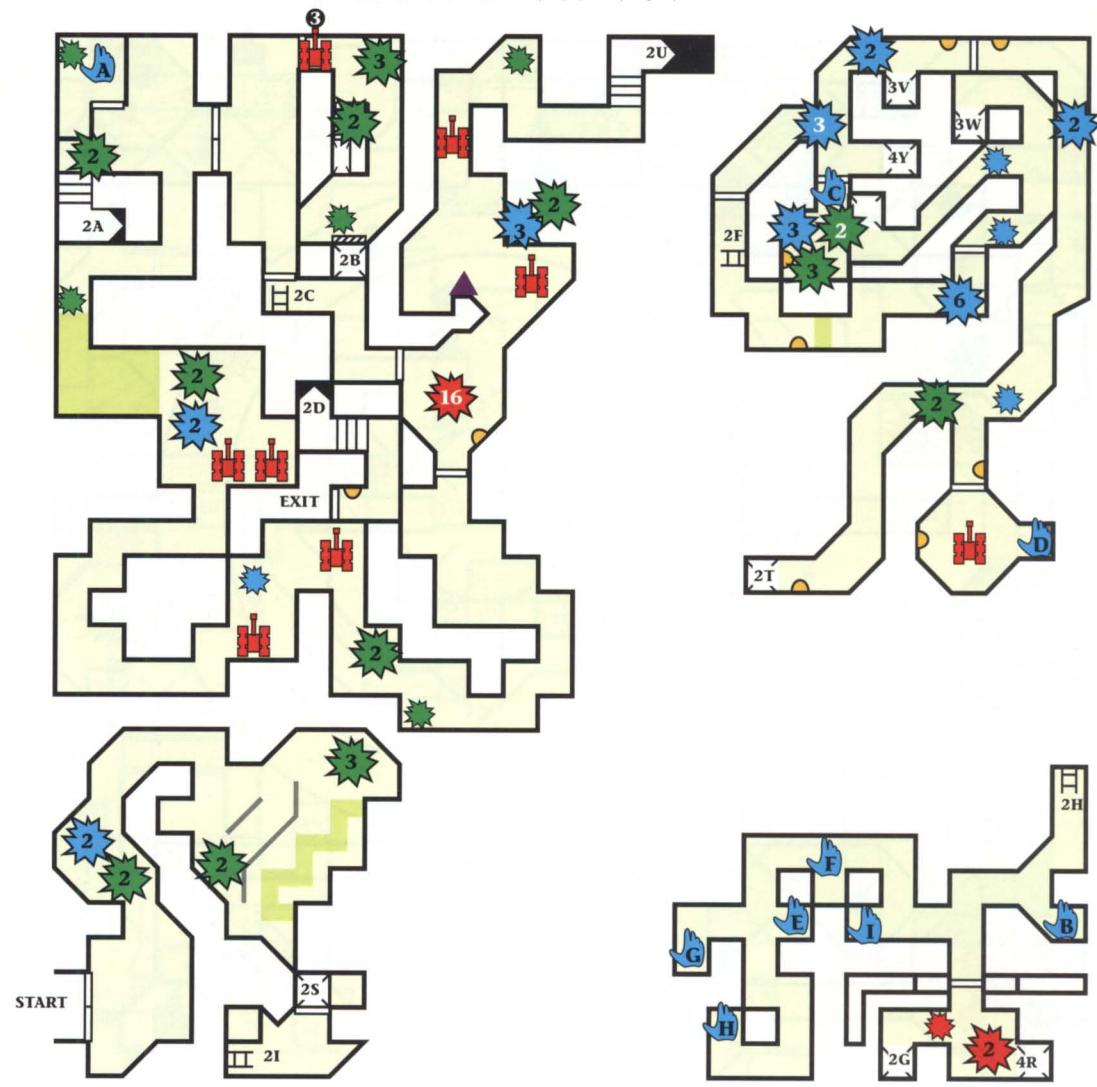
Sri-Feng

Mung

53

Maps

DEAD MAN'S ZONE: LEVEL 1



A - Grenades
 B - Grenades
 C - Laser Clip, Regen, Bodysuit
 D - Coder Globe

E - 2 Rockets, Plasma Charge
 F - 2 Regen
 G - Full Armor 50 Pt.
 H - Icon +5 Mann-Ra, Icon +5 Life

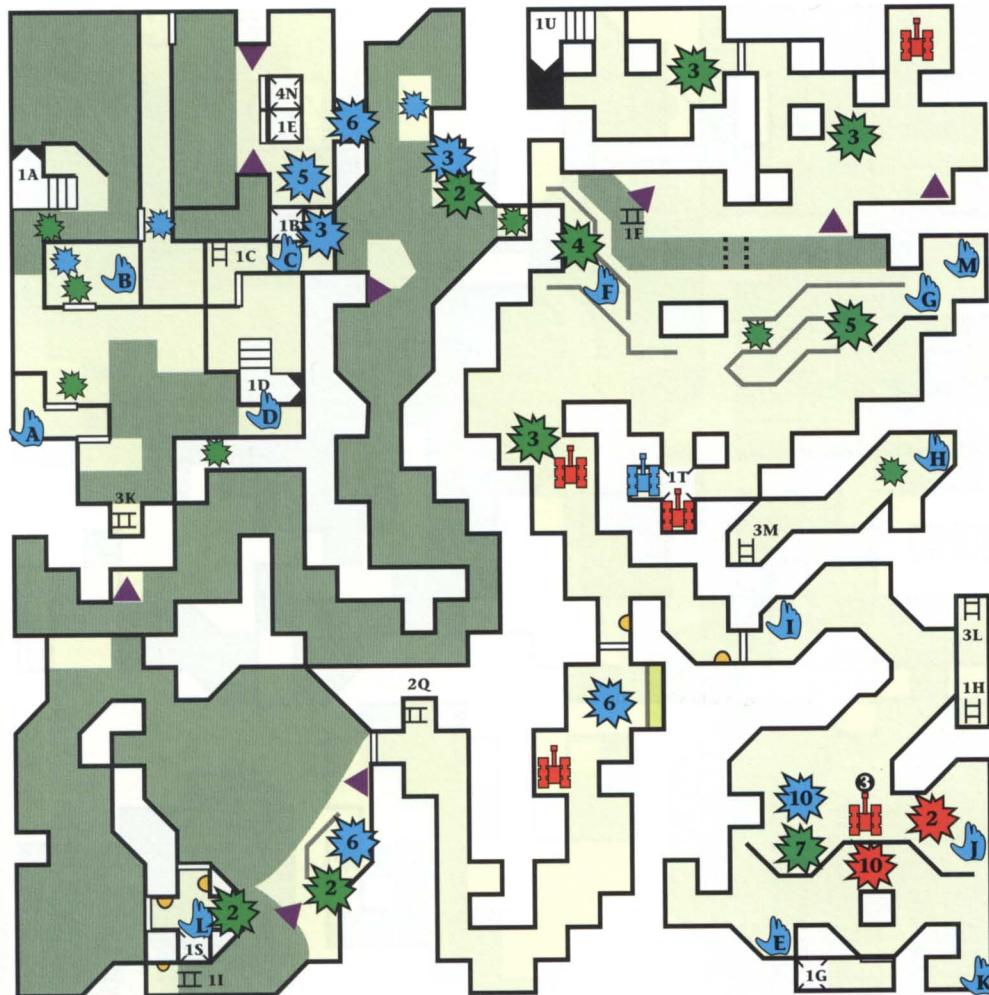
I - Regen, Armorseal



54
CyberMage

Turret Gun	Force Field	Aircar	Gang X
— Wall	— Stairs	Blue/Friendly	Green
Lower Floor	Lift	Red/Enemy	Blue
Floor	Ladder	Blue/Friendly	Red
Platform/Walkway	Door	Red/Enemy	Icon
Water	Secret Door/Wall	Moving Block	Trooper
		Button	Rebel

DEAD MAN'S ZONE: LEVEL 2



 A - Fusion Cell
 B - Rockets
 C - Icon +25 Life,
 Icon +25 Mann-Ra,
 Full Armor Ultra (70
 Pt.), Heavy Blaster

D - Grenades
 E - Grenades
 F - Grenades
 G - Fusion Cell, Radio Key
 H - Fusion Cell
 I - Plasma Charge

J - Fusion Cell, Laser Clip,
 Grenades
 K - Regen, Rockets
 L - Rocket Launcher,
 Regen, Armorseal
 M - Grenades

 Turret Gun
 Wall
 Lower Floor
 Floor
 Platform/Walkway
 Water

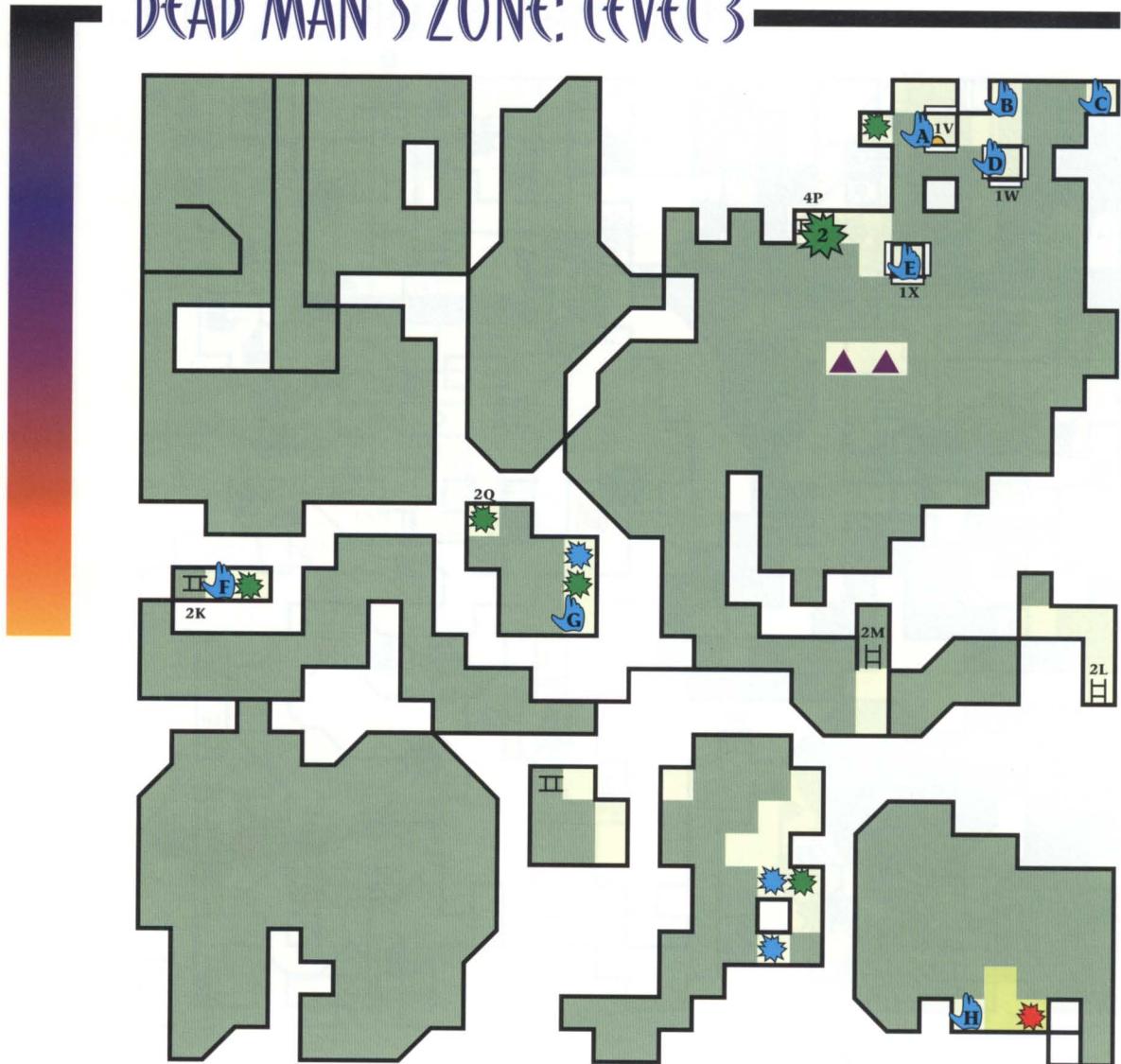
 Force Field
 Stairs
 Lift
 Ladder
 Door
 Secret Door/Wall

 Aircar
 Blue/Friendly
 Red/Enemy
 Tank
 Blue/Friendly
 Red/Enemy
 Moving Block
 Button

 Gang X
 Trooper
 Rebel

 55


DEAD MAN'S ZONE: LEVEL 3



A - Rockets
 B - Blast-Pak
 C - Fusion Gun, Pyramid +2 Life
 D - Regen
 E - Plasma Charge

F - Full Armor 40 Pt., Heavy Blaster,
 Regen, Icon +2 Life, Rockets
 G - Fusion Cell
 H - Rockets



Aircar
 Blue/Friendly
 Red/Enemy
 Tank
 Blue/Friendly
 Red/Enemy

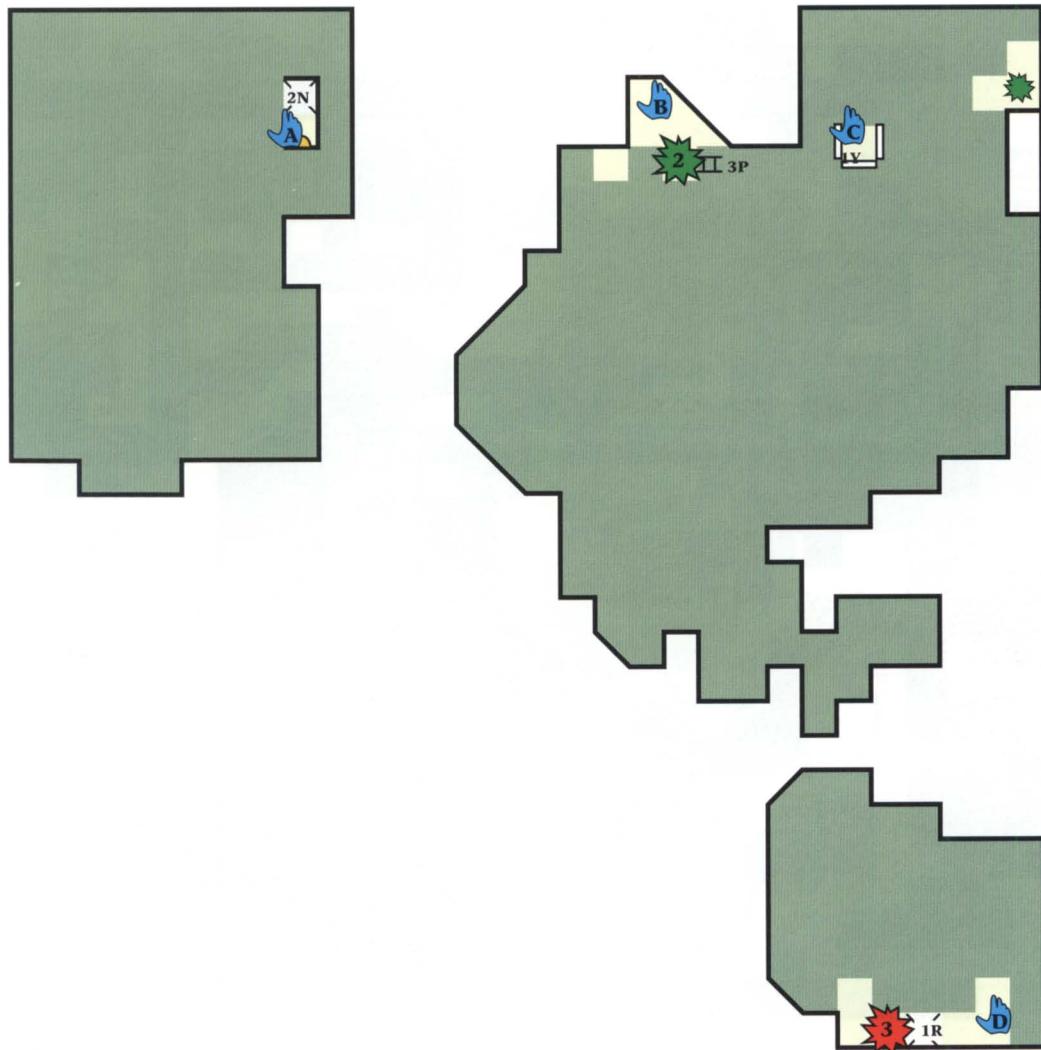
Gang X
 Trooper
 Rebel

▲ Turret Gun
 — Wall
 ■ Lower Floor
 □ Floor
 ▨ Platform/Walkway
 ■ Water

- - - Force Field
 □ Stairs
 □ Lift
 □ Ladder
 □ Door
 ■■■ Secret Door/Wall

□ Moving Block
 □ Button

DEAD MAN'S ZONE: LEVEL 4



A - Icon +2 Life, Icon +2 Mann-Ra
 B - Icon +2 Life, Regen

C - Fusion Cell
 D - Grenades, Regen

	Turret Gun		Force Field		Aircar		Gang X
	Wall		Stairs		Blue/Friendly		Trooper
	Lower Floor		Lift		Red/Enemy		Rebel
	Floor		Ladder		Moving Block		
	Platform/Walkway		Door		Button		
	Water		Secret Door/Wall				

THE TUNNELS: LEVEL 1

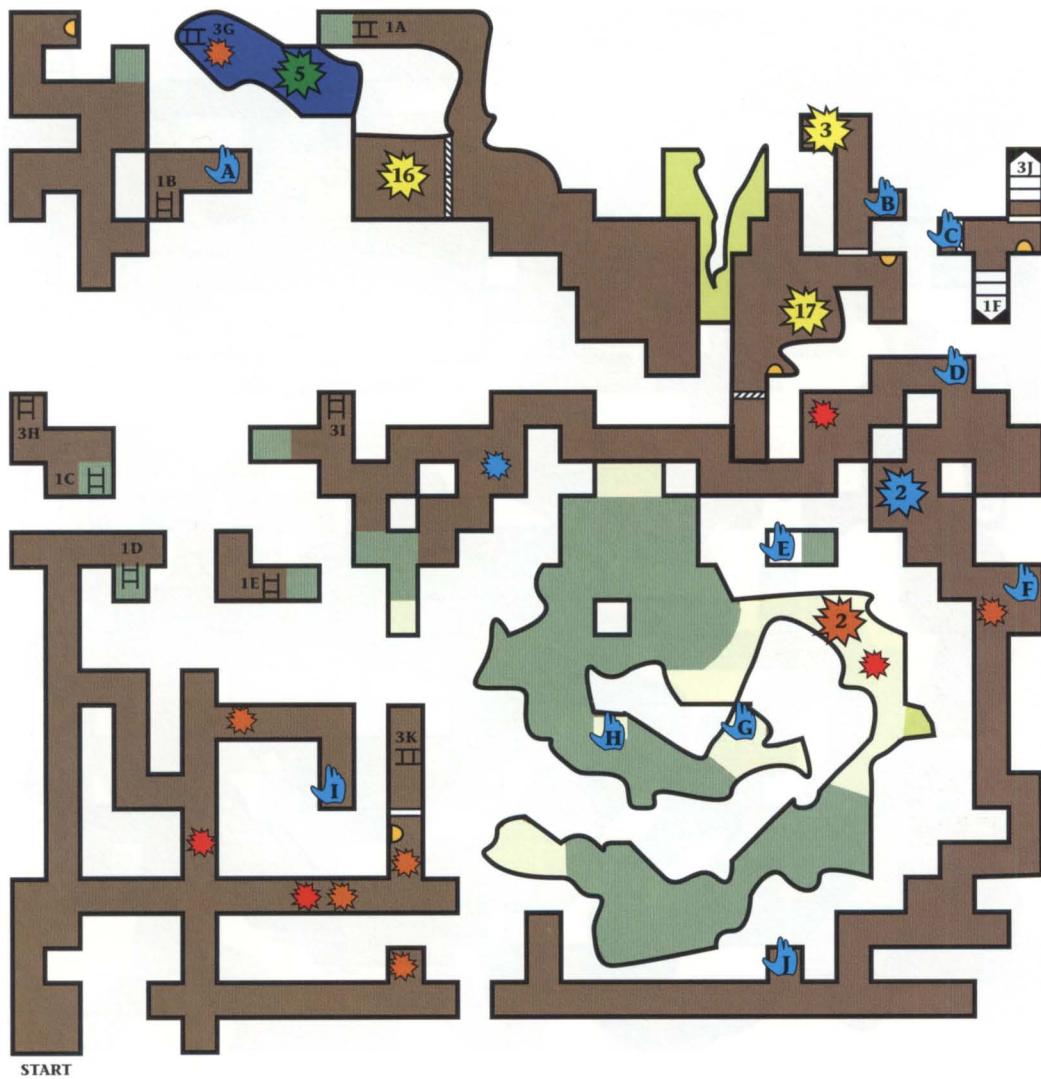


A - Icon +25 Mann-Ra, Icon +25 Life
 B - 2 Icon +2 Mann-Ra
 C - Regen, Plasma Gun
 D - Fusion Gun
 E - Medikit

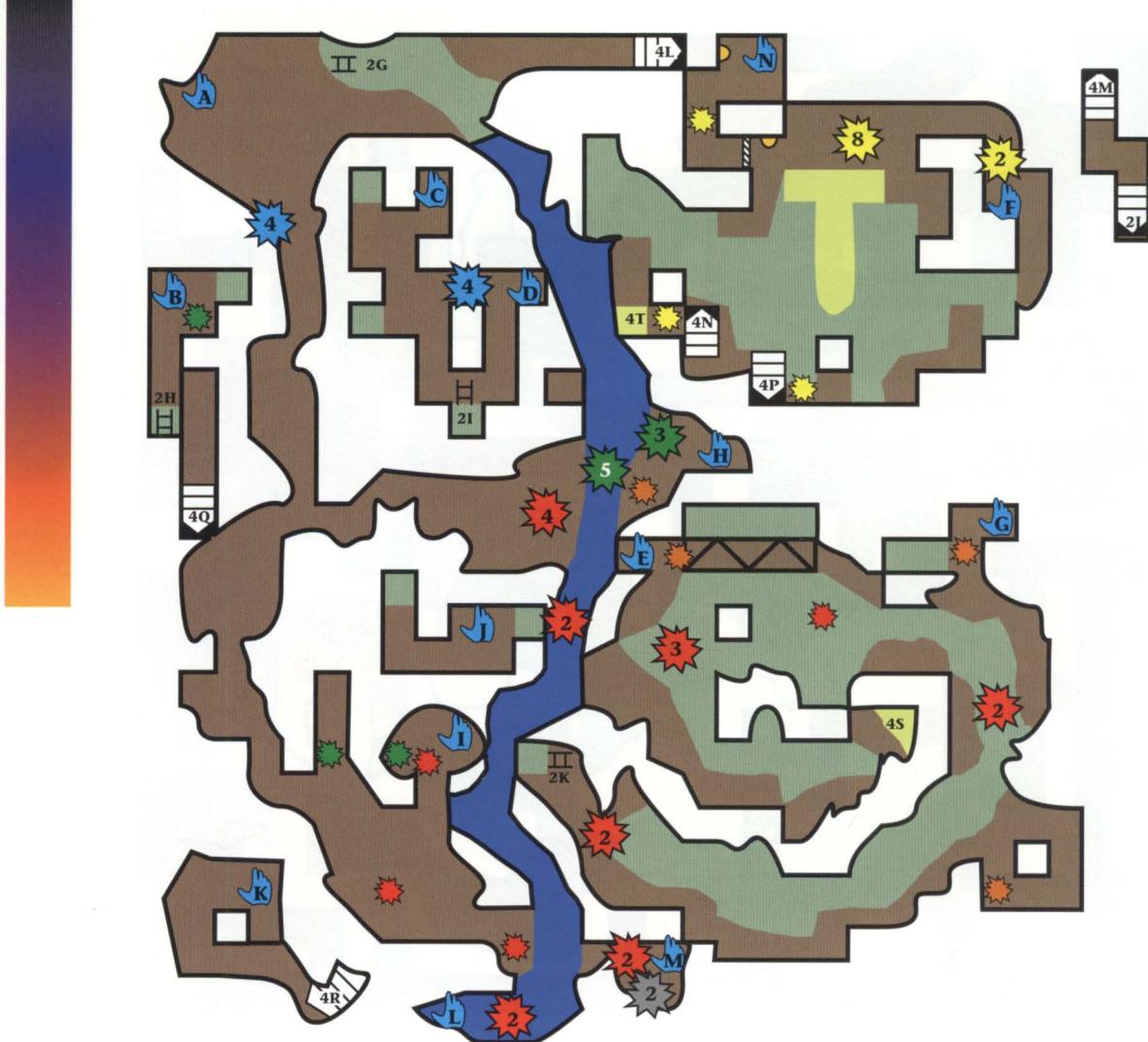
F - Medikit, Electric Key
 G - Medikit
 H - Medikit
 I - Blast Pak

 Turret Gun  Wall  Lower Floor  Floor  Platform/Walkway  Water/Tunnel	 Force Field  Stairs  Lift  Ladder  Door  Secret Door/Wall	 Aircar Blue/Friendly Red/Enemy  Tank Blue/Friendly Red/Enemy  Moving Block  Button	 Genno  Hellspider  Slugg  Dragonbat  Ghoulie  Mung
--	---	--	--

THE TUNNELS: LEVEL



THE TUNNELS: LEVEL 3



A - +2 Mann-Ra, Medikit, Grenades, Icon Fire
 B - +2 Mann-Ra, Medikit
 C - Regen, Armorseal
 D - Rockets
 E - Armor 30 Pt., Boots 30 Pt.



F - Regen
 G - 2 Medikit
 H - Fusion Cell, Medikit, Boots 10 Pt., Icon +2 Mann-Ra, Icon +2 Life
 I - Medikit, Gloves 50 Pt., Icon +2 Mann-Ra

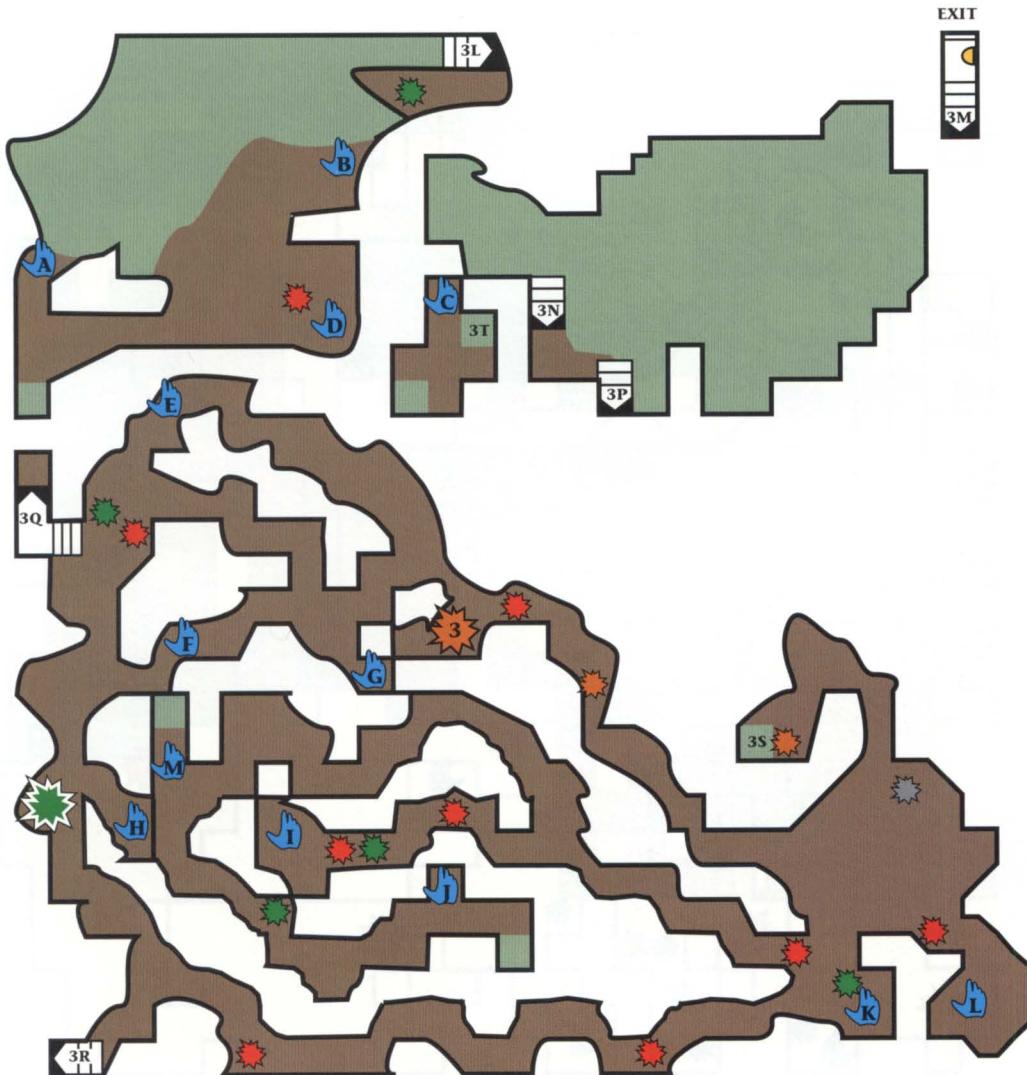
J - Grenades, +2 Life
 K - Hover Bombs, Regen, Icon +2 Mann-Ra, Armor 50 Pt.
 L - Regen
 M - Helmet 50 Pt., Medikit, Icon +2 Life

N - Icon Spectral, Icon Cloak, Icon +5 Mann-Ra, Icon Incenera, Icon +5 Life, Icon Protect, Icon Fire, Icon Health



Turret Gun	Force Field	Aircar	Genno
Wall	Stairs	Blue/Friendly	Genno
Lower Floor	Lift	Red/Enemy	Hellspider
Floor	Ladder	Tank	Slugg
Platform/Walkway	Door	Blue/Friendly	Dragonbat
Water/Tunnel	Secret Door/Wall	Moving Block	Ghoulie
		Button	Mung

THE TUNNELS: LEVEL 4



 A - Icon +5 Mann-Ra
 B - Blast Pak
 C - Icon +2 Mann-Ra
 D - Medikit
 E - Fusion Cell
 F - Helmet 20 Pt.
 G - Medikit

H - Icon +2 Life, Plasma Charge
 I - Blast Pak, Body Suit, Icon +2 Life
 J - Body Suit
 K - Medikit, Heavy Blaster Ammo

L - Rockets, Blast-Pak, Icon +2 Mann-Ra
 M - Icon +2 Mann-Ra

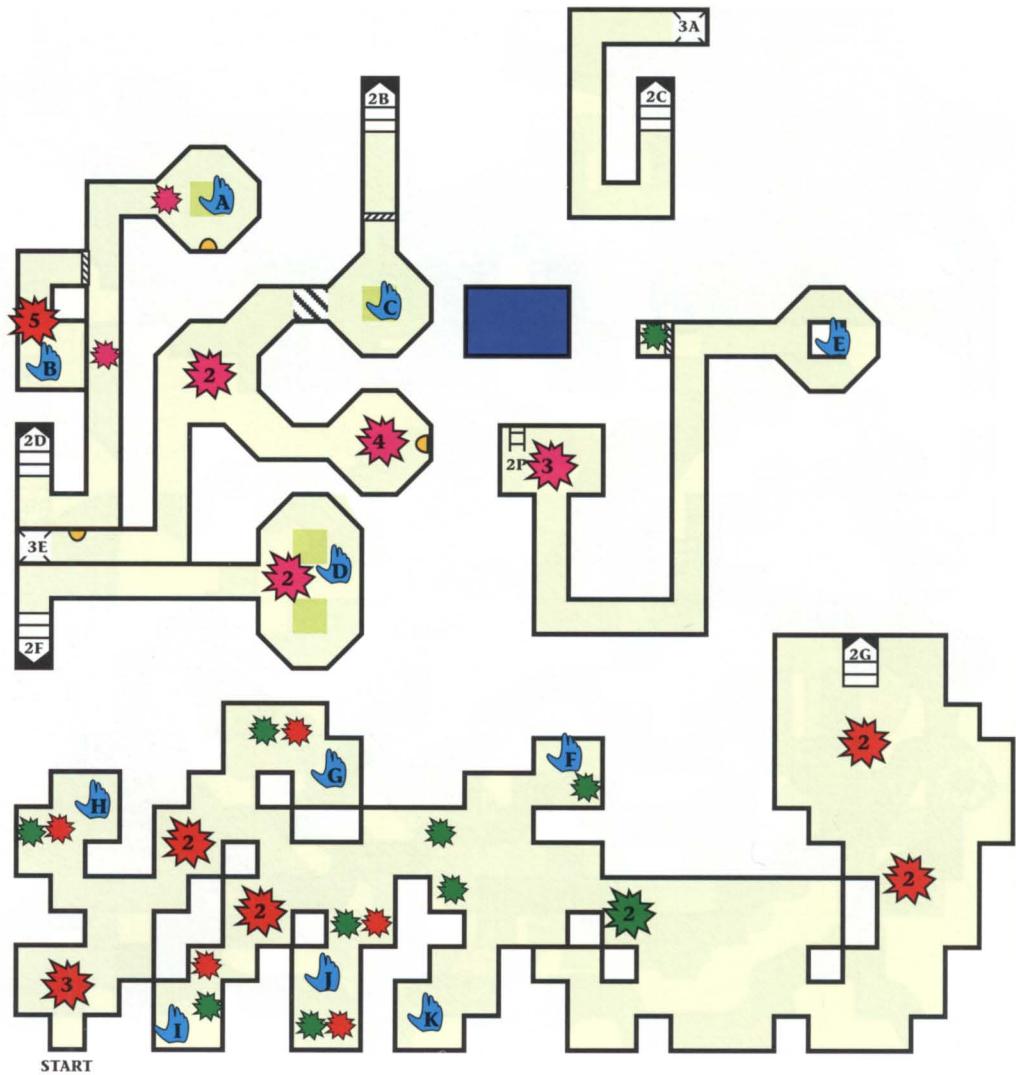
 Turret Gun	 Wall
 Lower Floor	 Floor
 Platform/Walkway	 Water/Tunnel

 Force Field	 Stairs
 Lift	 Ladder
 Door	 Secret Door/Wall

 Aircar	 Genno
Blue/Friendly	 Hellspider
Red/Enemy	 Slugg
 Tank	 Dragonbat
Blue/Friendly	 Ghoulie
Red/Enemy	 Mung
 Moving Block	
 Button	

61
Maps

THE GARDENS: LEVEL 1



A - Skeleton Key
 B - Icon +5 Life, Icon Cloak, Icon Incenera, Icon +5 Mann-Ra

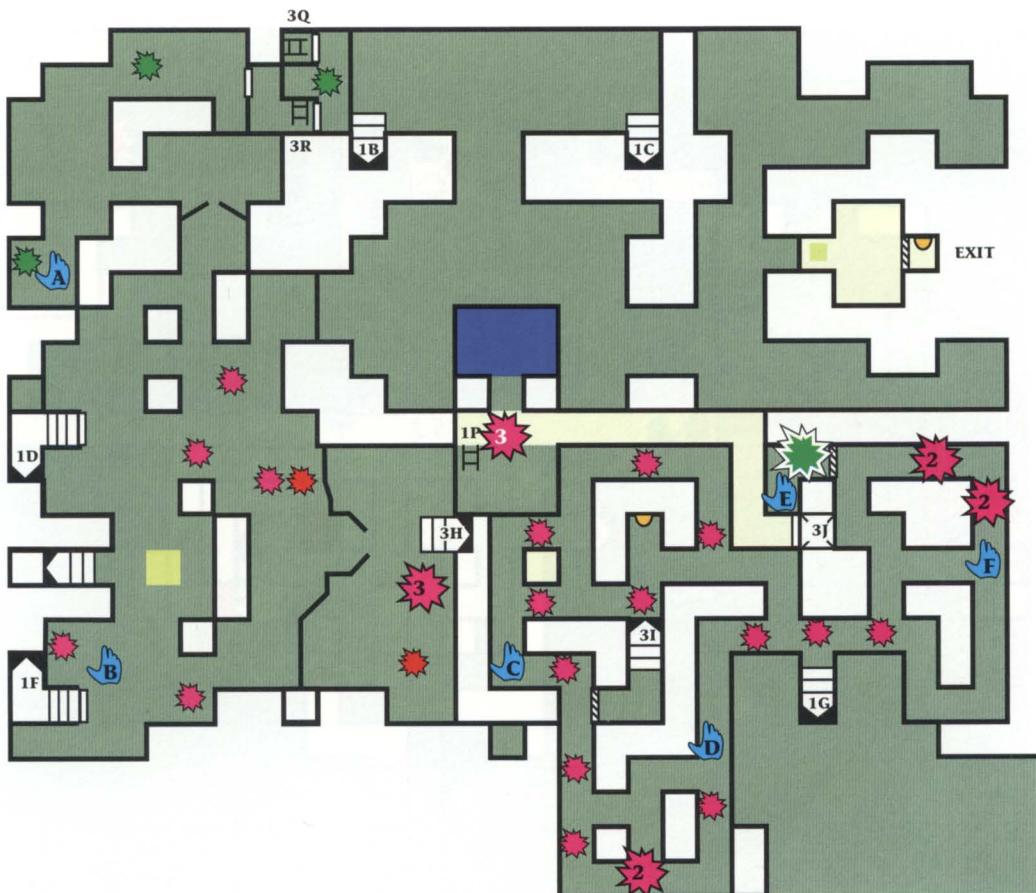
C - Icon Wings
 D - Bag Of Dust, Icon Fire
 E - Full Armor Ultra (70 Pt.)

F - Icon Power 1000
 G - Icon Health
 H - Icon Power 1000
 I - Icon +2 Mann-Ra

J - Icon +2 Mann-Ra
 K - Icon +2 Mann-Ra

Turret Gun Wall Lower Floor Floor Platform/Walkway Water 	Force Field Stairs Lift Ladder Door Secret Door/Wall 	Aircar Blue/Friendly Red/Enemy Tank Blue/Friendly Red/Enemy Moving Block Button 	HellsSpider Trooper Dragonbat Cultie Leg. of Doom
---	---	--	--

THE GARDENS: LEVEL 2



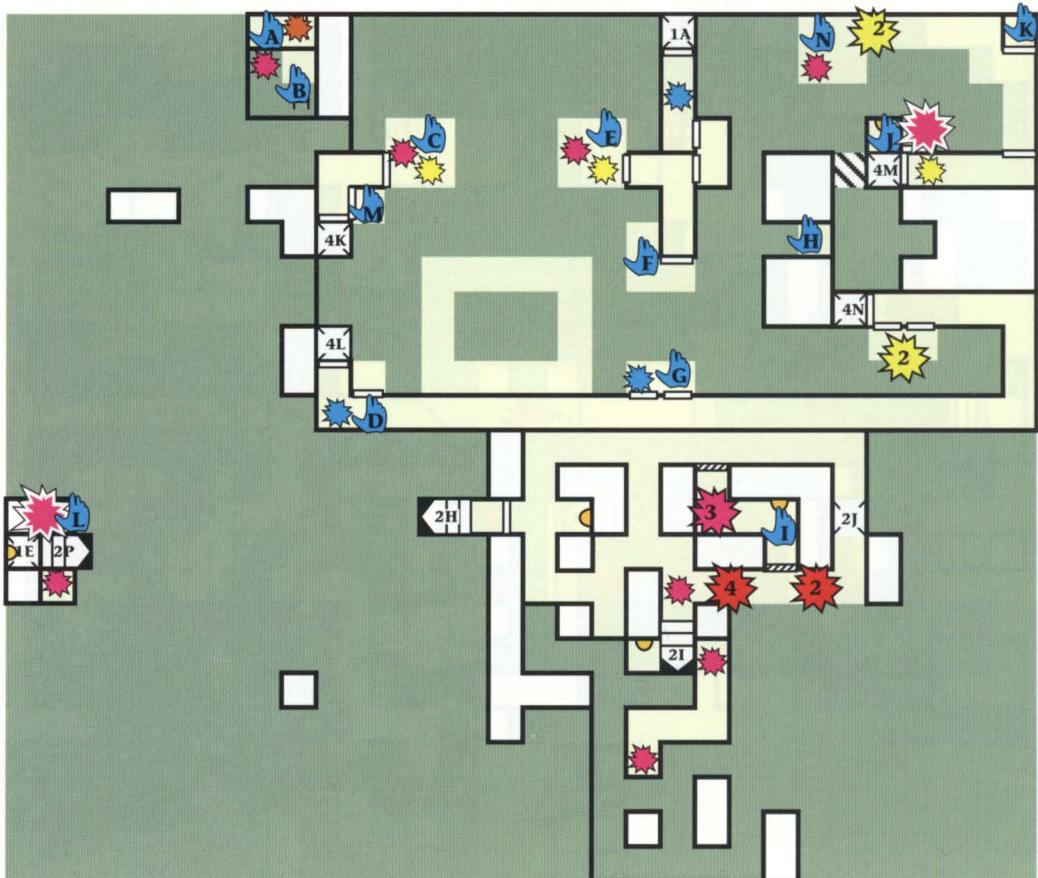
 A - Icon +5 Life,
Icon Power 1000
B - Icon Power 1000
C - Icon Power 1000
D - Icon Power 1000

E - Icon +5 Life,
Icon +5 Mann-Ra
F - Icon Power 1000

 Turret Gun	 Force Field	 Aircar	 Hellspider
 Wall	 Stairs	 Blue/Friendly	 Red/Enemy
 Lower Floor	 Lift	 Red/Friendly	 Blue/Enemy
 Floor	 Ladder	 Blue/Friendly	 Red/Enemy
 Platform/Walkway	 Door	 Moving Block	 Cultie
 Water	 Secret Door/Wall	 Button	 Leg. of Doom

63
Maps

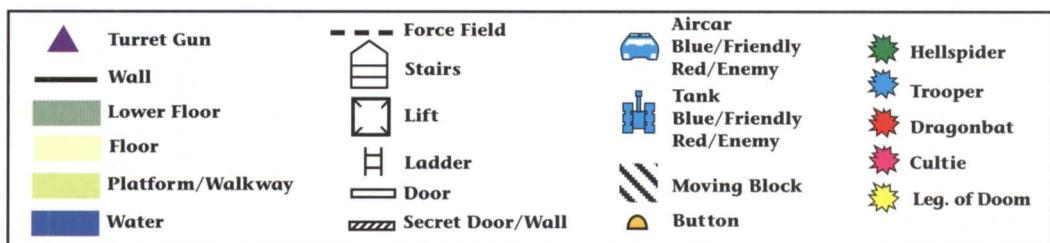
THE GARDENS: LEVEL 3



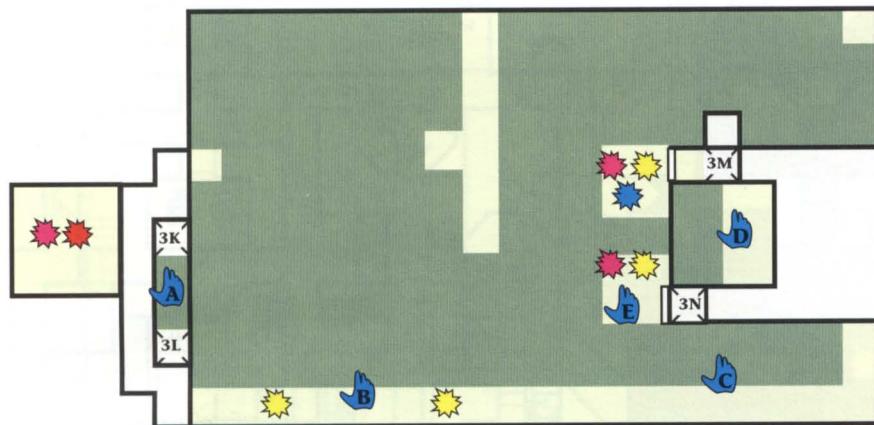
 A - Skull
 B - Icon +2 Life
 C - Rockets
 D - Grenades
 E - Rockets
 F - Rockets

G - Rockets
 H - 4 Hover Bombs
 I - 2 Fusion Cell, Icon Incenera
 J - Icon Health, Demon's Eye,
 Icon Protect

K - 3 Heavy Blasters
 L - Bloodstone
 M - Grenades
 N - 2 Rockets



THE GARDENS: LEVEL 4



A - 3 Plasma Charge, Plasma Gun
 B - Grenades
 C - 4 Blast Pak, Grenades

D - 4 Regen, 4 Armorseal, Full Armor
 Ultra (70 Pt.)
 E - Rockets

Turret Gun

Wall

Lower Floor

Floor

Platform/Walkway

Water

Force Field

Stairs

Lift

Ladder

Door

Secret Door/Wall

Aircar

Blue/Friendly

Red/Enemy

Tank

Blue/Friendly

Red/Enemy

Moving Block

Button

Hellspider

Trooper

Dragonbat

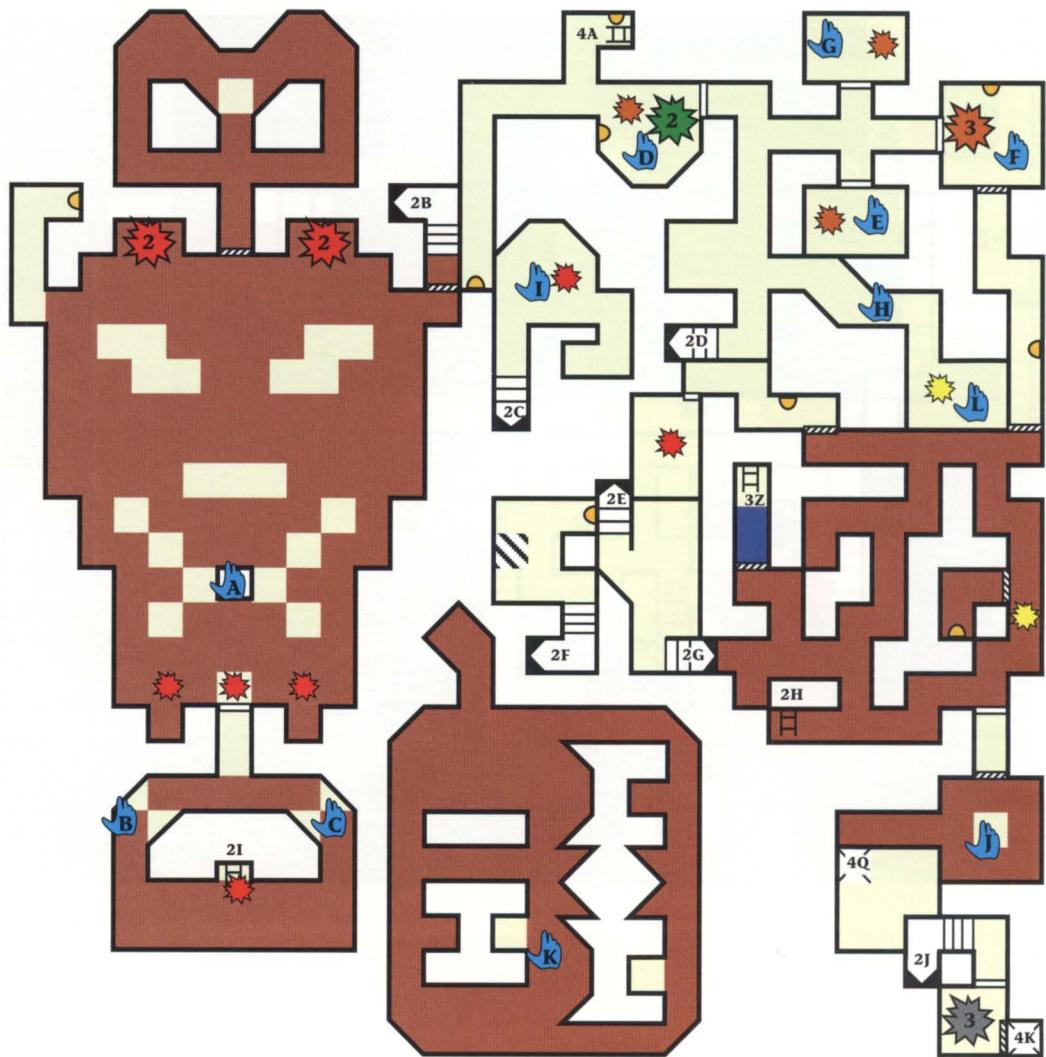
Cultie

Leg. of Doom

65

Maps

THE TEMPLE: LEVEL 1



A - Eye of Fire
 B - Icon +2 Life
 C - Icon +2 Mann-Ra
 D - Icon Incenera, Icon Dragon, Icon Protect

E - Boots 50 Pt.
 F - Helmet 50 Pt., Armor 50 Pt.
 G - Gloves 50 Pt.
 H - Steel Key

I - Icon +5 Mann-Ra, Icon +5 Life
 J - Eye of Fire
 K - Icon Wings
 L - Iron Key



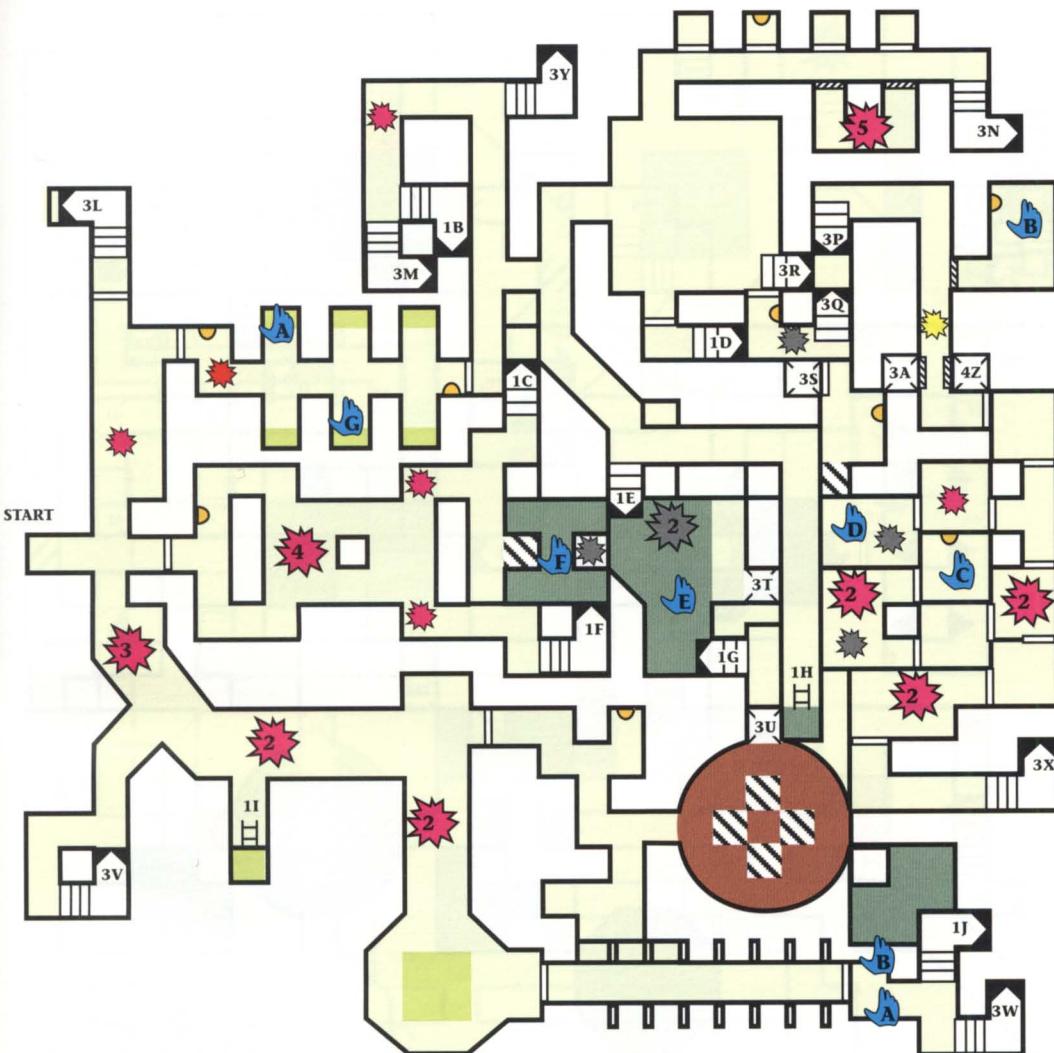
▲ Turret Gun
 — Wall
 █ Lower Floor
 █ Floor
 █ Platform/Walkway
 █ Water/Lava

- - - Force Field
 □ Stairs
 □ Lift
 H Ladder
 — Door
 ■■■ Secret Door/Wall

Aircar
 Blue/Friendly
 Red/Enemy
 Tank
 Blue/Friendly
 Red/Enemy
 Moving Block
 Button

Genno
 Genno Spectre
 Spectre
 Cultie
 Sri-Feng
 Leg. of Doom

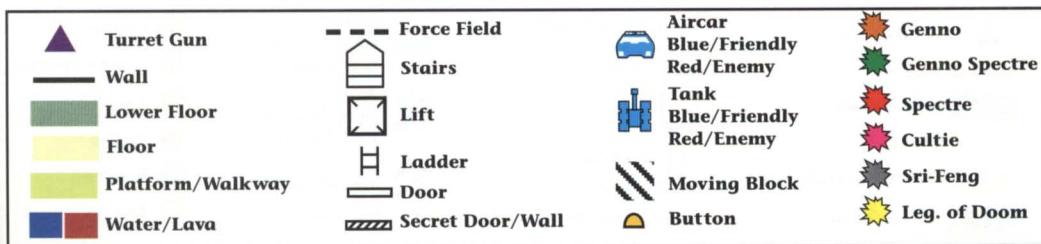
THE TEMPLE: LEVEL 2



- A - Icon Dragon
- B - 3 Icon +2 Mann-Ra,
3 Icon +2 Life
- C - 2 Armorseal, 2 Regen,
Full Armor 70 Pt.

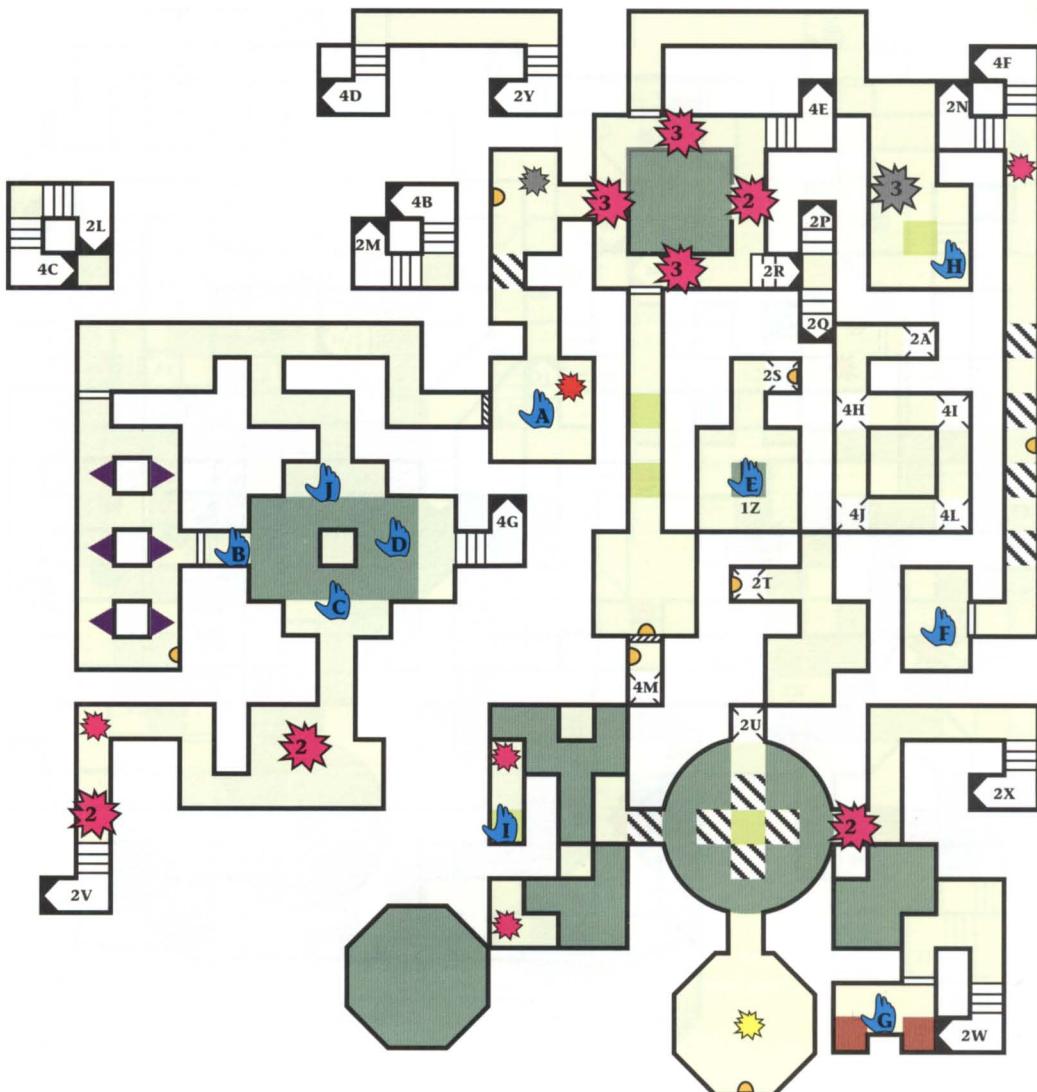
D - Icon Cloak, Icon Dragon, Icon Health, Icon Protect, Icon Nova Power, Icon +25 Mann-Ra

E - Icon Protect
F - Ice Stone
G - Icon +5 Life



Maps

THE TEMPLE: LEVEL 3



A - 2 Icon Health 1000,
 2 Icon Power 1000
 B - Moon Stone
 C - Icon +2 Life,
 Icon +2 Mann-Ra
 D - Icon +2 Life,
 Icon +2 Mann-Ra

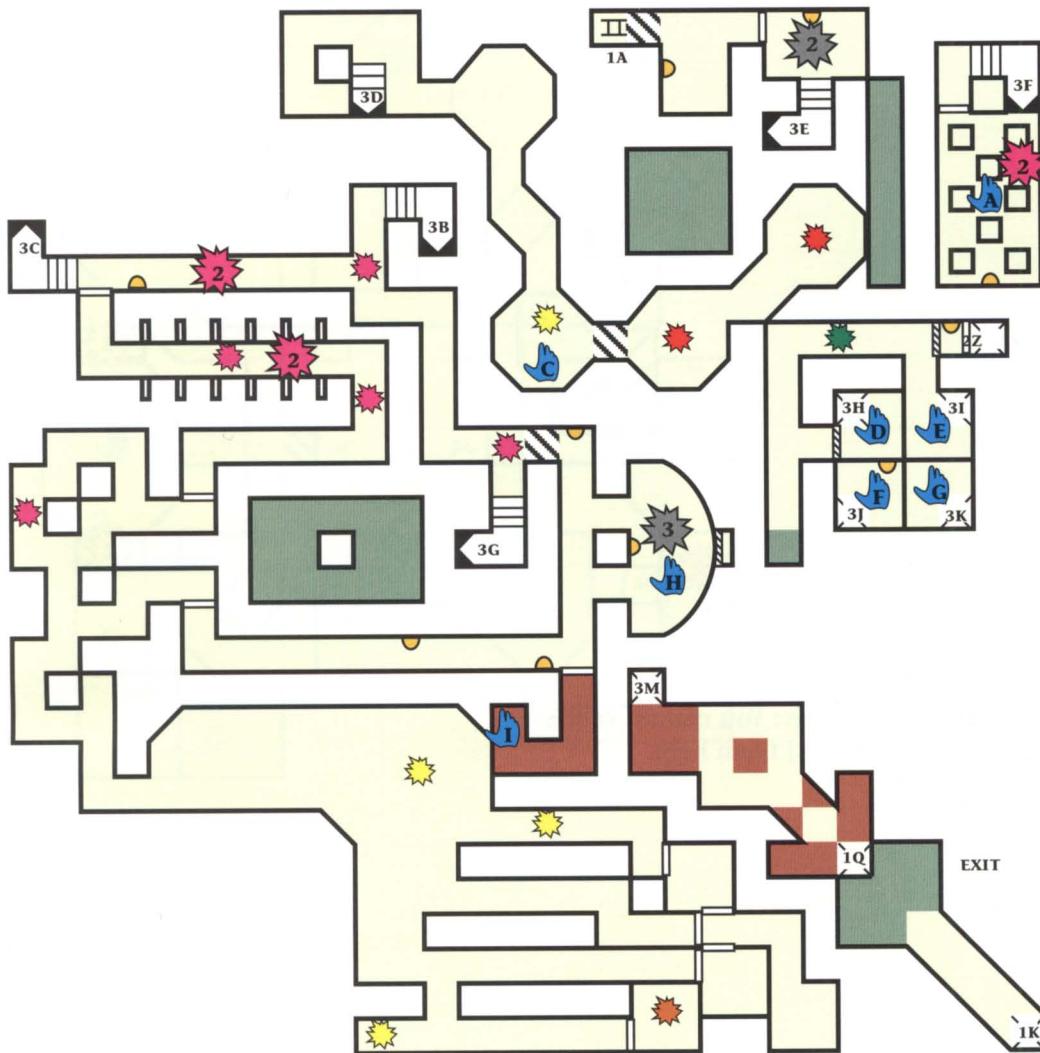
E - Icon +25 Mann-Ra,
 Icon Health, Icon +25
 Life, Icon Protect, Life
 Scanner, Armorseal,
 Power Scanner
 F - Cherry Stone, Icon
 Mann-Ra 1000

G - Firemother's Gift
 (+25 Life, Icon Health,
 Icon Incenera)
 H - Sculpted Block
 I - Sculpted Block
 J - Icon +2 Life,
 Icon +2 Mann-Ra



▲ Turret Gun	— Force Field	● Genno
— Wall	— Stairs	● Genno Spectre
■ Lower Floor	□ Lift	● Spectre
■ Floor	■ Ladder	● Cultie
■ Platform/Walkway	— Door	● Sri-Feng
■ Water/Lava	■ Secret Door/Wall	● Leg. of Doom

THE TEMPLE: LEVEL 4



A - Skull
 B - 4 Rockets
 C - Icon Power 1000, Icon Health, Icon Health 1000

D - Gloves 90 Pt.
 E - Helmet 90 Pt.
 F - Boots 90 Pt.

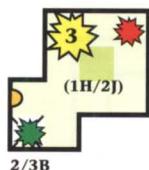
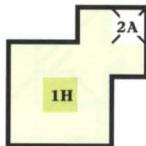
G - Armor 90 Pt.
 H - Darklight Foil
 I - Icon Protection

▲ Turret Gun	— Force Field	● Aircar	● Genno
— Wall	— Stairs	● Blue/Friendly	● Genno Spectre
■ Lower Floor	□ Lift	● Red/Enemy	● Spectre
■ Floor	■ Ladder	■ Tank	● Cultie
■ Platform/Walkway	— Door	● Blue/Friendly	● Sri-Feng
■ Water/Lava	■ Secret Door/Wall	● Red/Enemy	● Leg. of Doom

— Turret Gun	— Force Field	● Aircar	● Genno
— Wall	— Stairs	● Blue/Friendly	● Genno Spectre
■ Lower Floor	□ Lift	● Red/Enemy	● Spectre
■ Floor	■ Ladder	■ Tank	● Cultie
■ Platform/Walkway	— Door	● Blue/Friendly	● Sri-Feng
■ Water/Lava	■ Secret Door/Wall	● Red/Enemy	● Leg. of Doom



NECROM'S LAIR: LEVEL 1



One-way: You cannot reach 1H or 2J from here.

2/3B



CyberMage

▲ Turret Gun	— Force Field	● Aircar	★ Spectre
— Wall	— Stairs	● Blue/Friendly	★ Red/Enemy
■ Lower Floor	□ Lift	● Tank	★ Leg. of Doom
■ Floor	■ Ladder	● Blue/Friendly	★ Red/Enemy
■ Platform/Walkway	— Door	■ Moving Block	★ Genno Spectre
■ Water	■ Secret Door/Wall	● Button	

NECROM'S LAIR: LEVEL 2

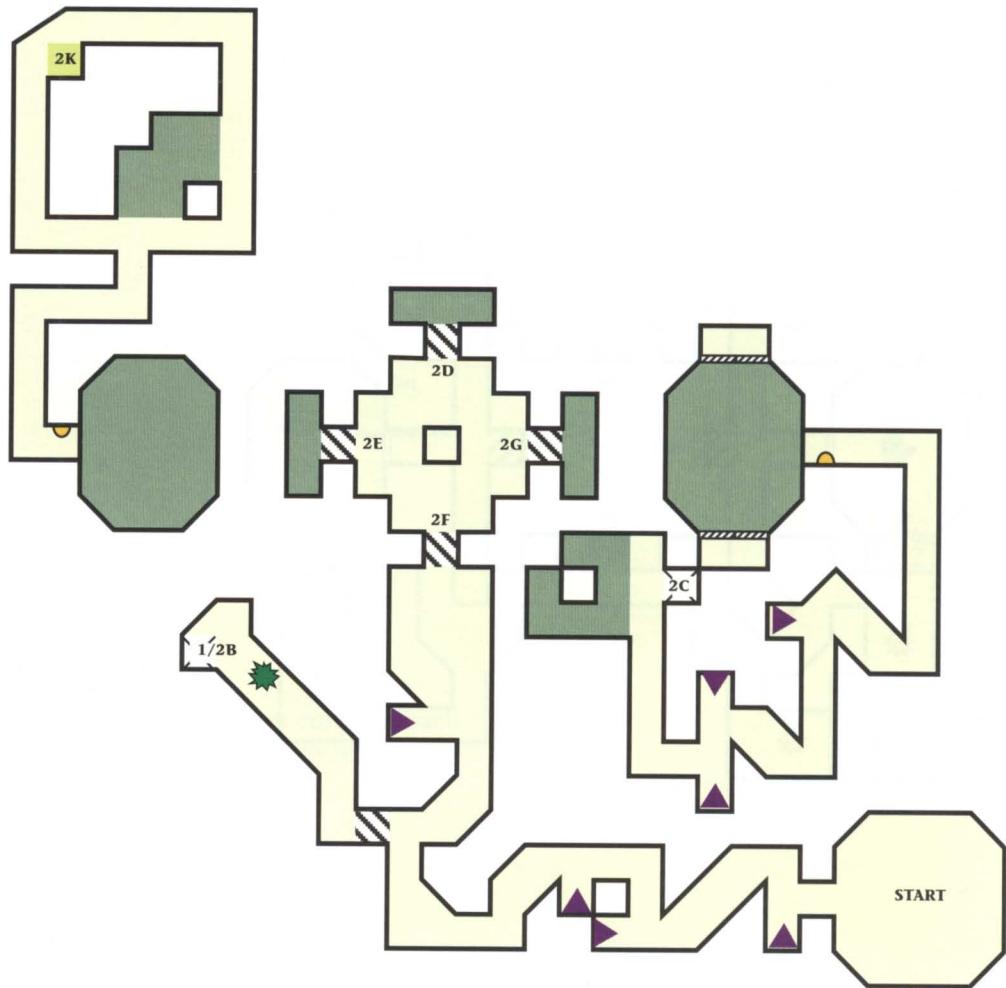


A - 4 Hover Bombs, 8 Rockets, 10 Plasma Charges, Plasma Rifle, Icon Protect, Icon Incenera, Icon Power 1000, Icon Health
 B - 2 Armorseal, Full Armor 90 Pt.

C - 4 Grenades, 8 Rockets, 10 Heavy Blaster Ammo, Heavy Blaster, Icon Protect, Icon Incenera, Icon Power 1000, Icon Health

Turret Gun Wall Lower Floor Floor Platform/Walkway Water 	Force Field Stairs Lift Ladder Door Secret Door/Wall 	Aircar Blue/Friendly Red/Enemy Tank Blue/Friendly Red/Enemy Moving Block Button 	Spectre Leg. of Doom
---	---	--	---

NECROM'S LAIR: LEVEL 3



CyberMage

▲ Turret Gun	— Wall	— Force Field	■ Aircar	★ Genno Spectre
■ Lower Floor	— Floor	— Stairs	■ Blue/Friendly	
■ Platform/Walkway	■ Lift	— Red/Enemy	■ Red/Enemy	
■ Water	■ Ladder	■ Tank	■ Blue/Friendly	
	— Door	■ Red/Enemy	■ Red/Enemy	
	■ Secret Door/Wall	■ Moving Block	■ Moving Block	
		■ Button	■ Button	

SCENE 1: The Lab

YOU BURST OUT OF THE STRANGE, TUBE-LIKE DEVICE AND INTO A CAVE, WHERE A BEAUTIFUL MYSTIC CALLING HERSELF EARTH MOTHER TELLS YOU SOMETHING OF YOUR POWERS . . .

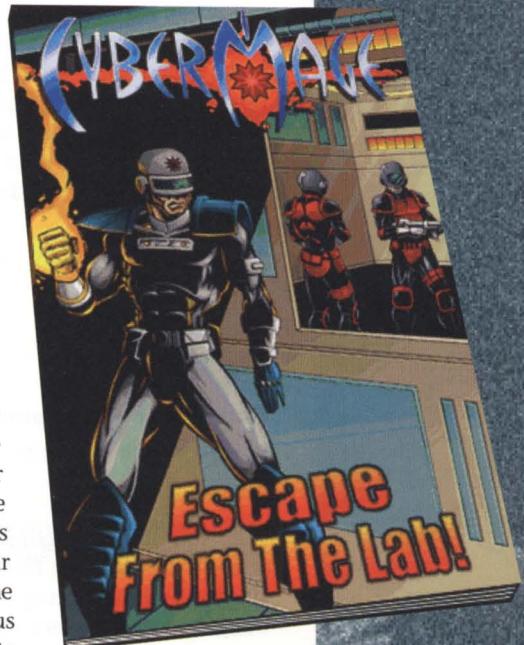
. . . You make your way out of the caves and find yourself in a secret research lab during the final stages of a raid by NeCrom's Troopers. Most of the Mung techs who manned the Laboratory are dead, but you are greeted by a communicator message from a surviving senior Mung who explains more about your background and powers. The Mung's message is interrupted by NeCrom's Troopers, and you must fight your way through them and their light recon Drones to rescue the Mung. Along the way you pick up a pistol and a mysterious Darklight artifact. Once released, the Mung sends you on to the command center to await further instructions.

You discover the route to the command center is crawling with NeCrom's troops, but you steal a small tank and blast your way through the defenders. You're contacted one final time by the Mung, who tells you your only way out is through the sewers, to an old abandoned subway tunnel. In the sewers, you face more of the strange giant Sluggs, as well as horribly disfigured subhuman Ghoulies. You discover two psychic Ghoulies with the terrifying power of Electroscism, but if you survive this strange attack, you find that you too have gained that power. You must search for a missing part to return a broken bridge over the sewers to working order — once the bridge is working, you can escape through the subway tunnels up into the city Slums.

Tactics

Run and gun. The most important thing to cleaning out an area on this level is to *keep moving*. Don't be afraid to run away — your best tactic is to pop up, hit the enemy with everything you've got and then vanish if there are any foes left. Once your energy levels are back up to snuff, hit 'em again.

At this stage of the game, your personal power levels are extremely limited, and your available equipment even more so. That makes resource management of paramount importance. Your powerblade is always there as a backup, but it should only be used as a last resort, and never against more than one opponent. You find a laser fairly early, but its ammo is very limited. That means that your poor little Starbolt power is going to have to bear most of the offensive brunt of the level. Most monsters take two or three hits with a Starbolt before they go down. That means you should have at least 15, and preferably 20 or 25 points of Mang saved up before you try to take out even a single opponent with your power. If this means lurking in a dark corner for awhile while your Mang recharges, then resign yourself to a nice long lurk.





Your single biggest edge in this level is probably the two Darklight Icons, one of which restores you back to full life up to five times. Do not use this icon unless absolutely necessary to get you through a given area, but don't hesitate to use it when you need it, either. The other icon, which gives you more than a dozen powerful Psifire shots, should also only be used in an emergency. If you use it up in the Lab, you'll probably regret not having it in the Slums or the City.

New or Unique Items and Powers

Powerblade at 5.

Icon Fire at 7.

Laser Pistol at 9.

Icon Health at 21.

Gain Electroscism power if attacked by psychic Ghoulies at 29.

Walkthrough

1, 2 You begin the game in the room (1). Push the button to the left of the door to open it. Travel down the cavern passageway until you get to a ladder guarded by two Sluggs (2). Kill the slugs with your Starbolt power and climb the ladder (you can ignore the platform fragment on the other side of the fallen piece).

3 Go down the hallway until you come to the large cave at (3) with the blue "ghost" hovering in the middle of the platform below you. Jump down to the platform and run through the ghost for +5 Mann-Ra. The ghost will vanish, and the Earthmother will appear with a message.

EARTHMOTHER: YOU HAVE AWAKENED.

I AM EARTHMOTHER, DAUGHTER OF THE DARKLIGHT. AND YOU ARE NOW CHILD OF SAME, THE MARA-TACH-MANG.

YOU HAVE MADE A GREAT SACRIFICE. YOU GAVE YOUR LIFE TO SAVE ANOTHER, AND FOR THIS HAVE SUFFERED MUCH PAIN. NOW, IT IS TIME TO FORGET THIS TORMENT. NOW, YOU ARE REBORN. THIS IS THE GIFT OF THE MARA-TACH-MANG.

BUT THERE ARE DARK THINGS STILL TO COME, AND THERE IS A FACE WITHIN THE DARKNESS. ITS NAME IS NECROM! HE IS BLINDED BY THE DARKNESS, AND A DAY WILL COME WHEN YOU MUST CHALLENGE HIM. UNTIL THAT DAY, YOU MUST LEARN THE WAYS OF THE MARA-TACH-MANG.

THE POWER IS ONE, YET HAS TWO FORMS. THE MARA IS THE LIGHT, AND IS THE SOURCE OF YOUR POWER. THE MANG IS THE DARK, AND IS THE MANIFESTATION OF YOUR POWER. YOUR DESTINY LIES IN THE BALANCE BETWEEN THEM.

THE CRYSTAL UPON YOUR BROW IS YOUR BOND WITH THE MARA-TACH-MANG. WITH IT, YOU WILL SEE THE MARA OF THE DARKLIGHT, THE LIFEFORCE ITSELF, AS IT SEPARATES FROM A LIFE IN DEATH. THIS MARA CAN BE ABSORBED BY YOUR CRYSTAL, AND WILL INCREASE YOUR OWN POWER.

AS YOU YOURSELF ARE TOUCHED BY THE DARKLIGHT, YOU WILL ACQUIRE NEW FORMS OF THE MANG. AND WITH THE CRYSTAL YOU WILL CONTROL THIS MANG, AND ALL THESE FORMS OF YOUR POWER. REMEMBER ALWAYS THAT YOURS IS THE GIFT OF THE MARA-TACH-MANG.

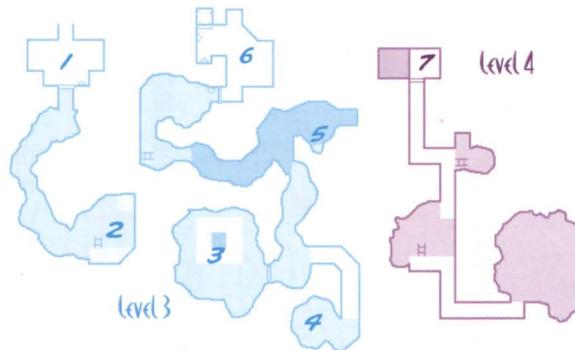
YOU HAVE LIVED FOR SO LONG IN THE DARK. NOW IT IS TIME TO STEP INTO THE LIGHT.

When Earthmother is finished, a door will open in the cave. A few seconds later, Earthmother will vanish.

THE LAB: LEVELS 3 & 4

4 You'll have to crouch to get through the passage that leads to (4). At the end are four Sluggs guarding some grenades. Save the grenades for an emergency!

5 Return to the main passage and enter the underground river. Two Ghoulies will attack you from your right. In that same direction, at (5), is a power-blade lying on a small, dry outcropping. Take the sword and swim down the river and onto land.



6 For now, ignore the ladder. Head for the room at (6). Inside are two Troopers who got lost. Once they're out of the way, press the palm scanner on the console, then leave the room, go back to the ladder and up.

7 Once up the ladder, head down the hall to (7); the door should now be open. Inside are an Armorseal kit and Fire Icon. Once you've claimed these prizes, return to (6) and take the lift up.

8 At the top of the lift, to your right as you enter (8), is a comm panel. Push the button and the senior Mung will appear on the screen and give you his first message:

MUNG: SOMETHING HAS GONE TERRIBLY WRONG!

YOUR LIFE IS IN GREAT DANGER.

WE IMPLANTED AN EXTRAORDINARY CRYSTAL INTO YOUR BRAIN, NECESSARY TO KEEP YOU ALIVE, BUT OTHERS HAVE LEARNED OF YOUR CRYSTAL IMPLANT AND WANT TO DESTROY YOU!

AT THIS MOMENT OUR FACILITY IS UNDER HEAVY ATTACK. I FEAR THAT WE MAY NOT SURVIVE THE ASSAULT, BUT YOU MUST ESCAPE!

COME TO THE MAIN LABORATORY, WHERE I. (SOUND OF GUNFIRE)

TROOPER: THERE'S ONE OF THEM!

MUNG: THEY HAVE FOUND ME!

Once he's finished speaking, the door will open automatically.

9 Your next step should be to fight your way to (9), where you'll find a SYP Decoder, a loaded laser pistol, and some Regen.

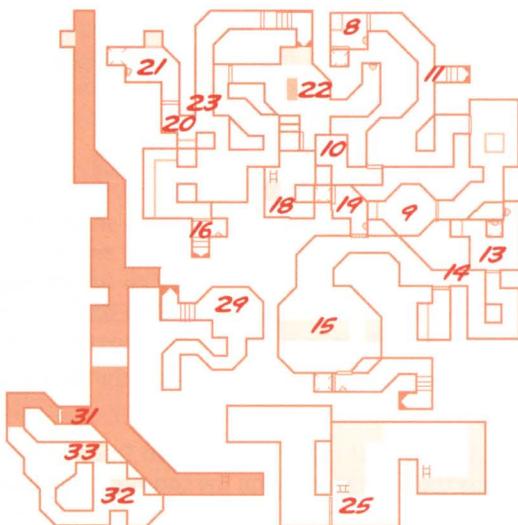
10 On the way out you can check out the dark room at (10). There's nothing you need to do or pick up here, but its one-way windows give you a chance to get a look at where your little friend (Mung) is being held, and the guards surrounding him.

11,12,13 Go up the stairs at (11) and fight your way down the hall to (12). Inside, use your SYP Decoder on the wall panel to your left, then trip the lever opposite the door. This will activate a lift that takes you down to (13) on Level 1.

14 (OPTIONAL) Press on the wall above the yellow lines on the floor to reveal a secret room at (14) with all kinds of goodies.



THE LAB: LEVEL 1



leads to a tough fight against Drones and Troopers at (18), and some cash at (19). You don't have to go through this area to finish the level, but if you're up for the challenge, hurry — the door at (17) closes fast.

18,19 Once you've cleared (18), you need to climb up the ladder, hit the button, turn quickly and jump through the timed door to (19). Once you've been through (19) you'll re-emerge in the hallway leading to the catwalk room (15).

20,21 Fight your way to (20), and use the palm scanner to open the door that leads to (21). There, you need to push the button to activate the lift, ride up and fight your way to the button on the second level, then push it to drop the force field and allow you to go back down to get the Healing Icon.

22 Go to (22) and clear the area of Troopers and Drones. A button at the end of a short hallway will release the Mung, who will give you his second message:

MUNG: THANK MOTHER YOU STILL LIVE! I WAS BEGINNING TO FEAR THE WORST.

IT WAS ANTICIPATED THAT THE OPERATION MIGHT ALTER OR DESTROY PART OF YOUR MEMORY. THIS COULD NOT BE AVOIDED. SOME THINGS MAY BE LOST TO YOU FOREVER.

I HAVE MANY QUESTIONS, BUT NO TIME FOR ANSWERS.

THE MAIN ENTRY BAY WAS SEALED OFF TO DELAY THE ASSAULT, BUT THEY WILL SOON OVERTAKE US. YOU MUST ESCAPE! TAKE MY SECURITY DOOR KEYCARD AND PROCEED TO THE CONTROL STATION. CONTACT ME ONCE YOU GET THERE AND I WILL TELL YOU WHAT MUST BE DONE.

His keycard is located in the recess on the left wall of the cell.

23 (OPTIONAL) Go around to the hallway starting at (23), and follow it up the stairs, where you'll find an extremely useful cache of hover bombs.

15,16 At (15), you'll face a tough battle against Drones and Troopers on and under the catwalk. If you've been saving your ammo by using your power up to this point, this would be a good time to equip your laser. Once the area is clear, climb up to the catwalk (on Level 2) and turn to your right. There's no reason to jump over the gap at this time, unless you need the Regen there. Go down the hall and down the stairs to (16).

17 (OPTIONAL) There's a switch on the panel at the bottom of the stairs immediately before the stairs to the right that opens a timed door at (17). The door

15,24,25,26,27 Return to the catwalk room (15) and jump over the break, then go down the hall and use your key card to get through the door that leads to the large vehicular bay at (24). You need to get into the unoccupied tank immediately below you. Once you're in the tank, use it to clear the area around (25), including two hostile tanks and a whole horde of ambushing Troopers. Once the area is clear, leave the tank and climb up the ladder to (26). Go through the door to (27) and, once the area is secure, push the button to receive your final message from the Mung:

MUNG: YOU MUST ESCAPE TO THE CITY. BELOW YOUR CURRENT LOCATION IS A MAINTENANCE LIFT, WHICH LEADS TO THE SEWERS. CROSS THE SEWER BRIDGE. YOU CAN FOLLOW THE OLD TRANSIT TUNNELS INTO THE CITY. BE CAUTIOUS, SCATTERED SURVIVORS FROM THE UNHOLY WARS HAVE BEEN KNOWN TO SEEK REFUGE THERE.

IN THE CITY IS SOMEONE WHO CAN HELP YOU. HIS NAME IS KATT, MONTRADEXTER KATT. HE IS A MOST UNUSUAL SPECIMEN, ONE OF THE EXOTICS CREATED BY SARCORP. IT WAS HE WHO PROVIDED THE CRYSTAL AND SAVED YOUR LIFE.

MAY MOTHER HELP YOU!

FIND KATT, BEFORE THEY DESTROY US ALL!

28 Go down the stairs. If you've already heard the Mung's message, the door at the bottom of the stairs will be open. Use the button to activate the lift, and that will take you to the entrance to the sewers at (28) and your last few Troopers.

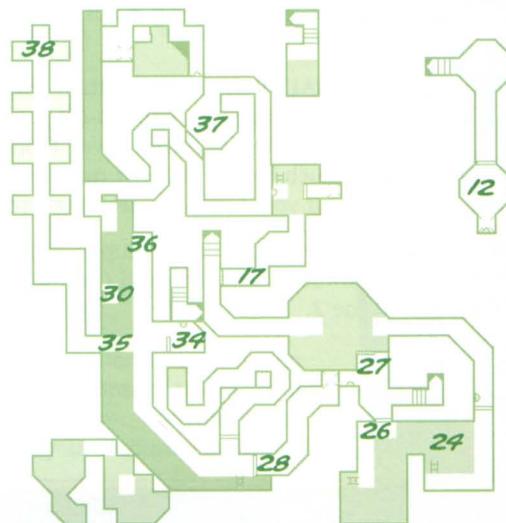
29,30 (OPTIONAL) In the sewers (but still on Level 2), the first door to your right leads to a very tough fight against Sluggs, Ghoulies and psychic Ghoulies (29). The psychic Ghoulies are the last two monsters you meet, and they have the power of Electroscism, which can do up to 30 points of damage with a single hit. Make sure you can take a hit, because once you've been hit by an Electroscism, that power becomes yours. Sheer drop-offs make the passage through this lair one-way.

You emerge at the bottom of the sewers. (Watch out for one last Drone.) Turn left and go to the ladder at the end of the sewer, and climb up. You should be back near (28).

30,31 Jump across to the button at (30) and push it. Then, jump down into the sewers and through the now-open grate at (31). The Sluggs won't enter the water, so if you're in trouble you can tread water and pick off the Sluggs on shore at your leisure.

32,33 Go to (32) (you'll have to crouch to enter). Once you're there, stand up and jump up to the platform in the middle of the room, then across to (33). Pick up the pipe and return to the sewers.

THE LAB: LEVEL 2



34,35 Climb up the ladder (28) and take the pipe to (34). Kill the Ghoulie inside and use the pipe to repair the mechanism. The switch raises the bridge at (35), allowing you to cross to the subway.

36,37 (OPTIONAL) Before you do that, though, you might want to take on the challenge of the main Slugg lair. Walk to (36), and make the precarious jump over to the tunnel on the opposite side of the sewer. From there, make your way to (37) where the queen Slugg (much bigger, tougher and faster than the ordinary Sluggs) and her brood are waiting for you. Once the area is clear, you can collect the goodies.

38 Whether or not you take on the Sluggs, you'll have to fight your way down the old subway tunnels, through Ghoulies and (normal-sized) Sluggs, to the exit at 38, which will take you Scene 2.



SCENE 2: The Slums

EMERGING FROM THE SEWERS YOU FIND YOURSELF IN THE SLUMS, A VIRTUAL PENAL COLONY WHERE THE CITY CONFINES ITS MOST DANGEROUS OCCUPANTS . . .

... Word is out that NeCrom has placed a substantial price on your head, and virtually the entire population of the Slums is out to kill you and claim the reward. However, one lone street-dweller who calls himself Rook offers you encouragement and advice.

You prowl the alleys and rooftops of the Slums, looking for a way out. You encounter the Mongos — strange mutant gladiator-clones — who are also after your head, as well as some of NeCrom's Troopers. You also find that the basements and dark tenements are infested with the strange, shambling Ghoulies, many of them possessing psionic powers. You pass a public news kiosk that brings you up to date on current affairs, including an extremely biased account of your own recent escape.

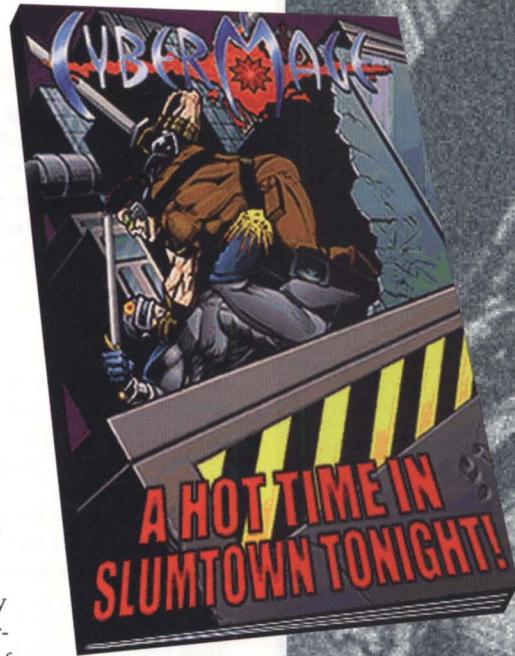
On your second meeting, in a festering tenement, Rook reveals that it's possible, for \$2,000, to buy the right to fight for your freedom in the arena. After accumulating the necessary funds in the dog-eat-dog world of the Slums, you are able to purchase a trial-by-combat against a jumbo-sized Mongo in the arena to earn your right to enter the city proper as a free man ... at least for the moment.

Tactics

Against ordinary Gangers your tactics are simple — stay out of their reach and blast them at range with Electroscism or Starbolts. (In general, try to use powers as exclusively as possible in this scene, to save ammo that you'll need in your later adventures.)

Troopers and Mongos, with their ranged attacks, require more finesse. Try to attack from surprise, and if possible from partial cover (like the corner of a building) and try to take them down fast. Most Troopers go down under a single Electroscism, while Mongos require about three.

Trickiest of all are the Ghoulies. In this scene, more than half of the Ghoulies you meet are psionic, bear the Electroscism power, and usually travel in groups. You, at the same time, are still at a power level where a crossfire between two psychic Ghoulies is fatal. So, try to use a choke point like a doorway or corner to get the Ghoulies to come at you one at a time. If that's not possible, go to grenades or hover bombs.





New and Unique Items and Powers

Shock mace at Big Betty's
Icon Spectral at Ghoulie House 2
Magna-Rip Power at Boarding House
Blast Rifle at Mongo Gym
SMG at Ghoulie Detention Center
Razor Axe in the Arena

Walkthrough

NOTE: This scene is very open-ended. The only things you absolutely *must* do are acquire at least \$2,000 so you can pay to face Mongo in the Arena, and then fight for the right to leave. Therefore, no distinctions are made between "optional" and "necessary" locations in this scene.

You emerge from the underground Lab at the area marked **Start**, where you'll be immediately assaulted by three Gangers. One of the males will drop a powerblade that you can pick up, in case you somehow missed the one early in the Labs.

1 At (1), the Rook is waiting to make your acquaintance. He looks just like any other male Ganger, so don't go in guns blazing.

ROOK: LIFE IN THE CITY IS HELL THESE DAYS. CAN'T TELL THE PLAYERS FROM THE CORPSES. THE CORPORATE WARS HAVE SEEN TO THAT.

FIRST IT WAS JUST THE CORPS MAKING WAR. BUT THEN THE COPS STARTED FIGHTING. AND THEN THE REBELS, STRIKING BACK FROM THE DMZ. NOW NECROM'S ARMY IS TAKING ON ALL OF THEM. AND IT LOOKS LIKE THEY'RE WINNING. I HEAR THE METACOPS ARE CHANGING SIDES. TRYING TO STOP NECROM. THEY PROBABLY DIDN'T LIKE HIS OFFER TO DIE WILLINGLY OR BE KILLED ... HA HA HA!

THE WORD IS NECROM'S MEN ARE LOOKING FOR YOU. HELL, NECROM HIMSELF IS LOOKING FOR YOU. I SAW HIM ONCE ... ONE BAD CHO'. BUT ANY ENEMY OF NECROM IS A FRIEND OF MINE. YOU CAN CALL ME ROOK. YOU SHOULDN'T HANG OUT HERE TOO LONG. WHEN IT COMES TO OBVIOUS, YOU'RE STREAKING NEON IF YOU KNOW WHAT I MEAN.

2 For now, ignore the turret-guarded alley at (2). Come back to it when you're a bit tougher.

3 The main entrance to the Arena is at (3). Several Troopers are stationed on guard up the stairs on Level 2, but you'll need to clear out this area in order to get to the remainder of the ground level, on the other side of the arena.

4 Once you've cleared out the area around the news kiosk at (4), take a minute to stop and catch up on current events. The bit about you isn't very accurate, but there's a nice picture.

5 Although there's a gate leading to the turret-guarded courtyard at (5), you can't get through it. You'll have to work your way up to the 4th-level rooftops before you can drop into the courtyard. The area beyond the fence is one of the toughest areas on this level, so wait until you're ready.

6,6 The broad, winding stairway near the kiosk leads up to (6), headquarters for NeCrom's army in the Slums. The HQ is guarded by 10 Troopers divided between the Levels 3 and 4. Pick off the Troopers on Level 3 from the cover of the access tunnel, then dash to the lift and up to the catwalk on Level 4. The first two guards can usually be eliminated as they come around the corner, leaving you free to go after the good-

ies in the open area, guarded by a single Trooper. Once you've claimed your booty, you can zip around to the other side of the catwalk and leap over the gap to take out the final Trooper. This encounter requires speed and excellent marksmanship, but it's also very rewarding.

Interiors

The remainder of the scene consists of discovering and clearing as many as nine buildings, in order to build up your power and accumulate the cash you need. These nine buildings are described below, in rough order of difficulty.

Note that there's an effective change of scale between the exteriors and interiors in this scene, resulting in some jumping around on the automap when you enter a building. Basically, the exterior is mapped on the bottom of the automap, while interiors are mapped on the top. Since all the interiors each have only one entrance, this shouldn't be too confusing.

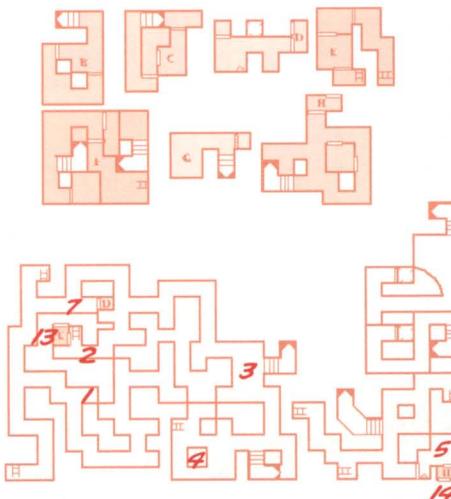
7 Gang Outpost (7): Building D is built on Levels 1-3, with the entrance on the first level. When you enter, you're taunted by two Gangers, who are trying to lure you into range of a grenade-tossing female Ganger on Level 2. Cross the open area at top speed to avoid the grenades, finish off the two Gangers and push the button to call the lift to take you to the next level. On the second level take out the grenade-thrower first, then her escorts. Afterward, you can explore the side rooms. Level 3 contains more goodies, rather sparsely defended.

8 Big Betty's Place (8): Building C is on Levels 1 and 2, with the entrance upstairs. On Level 2 there's nothing more than a pair of light armor gloves and two ordinary Gangers, but the bottom floor is home to Big Betty, a female Ganger of remarkable speed, size and toughness. When Big Betty is disposed of, you get her shock mace, as well as the rest of her possessions. Two final male Gangers will ambush you on your way out.

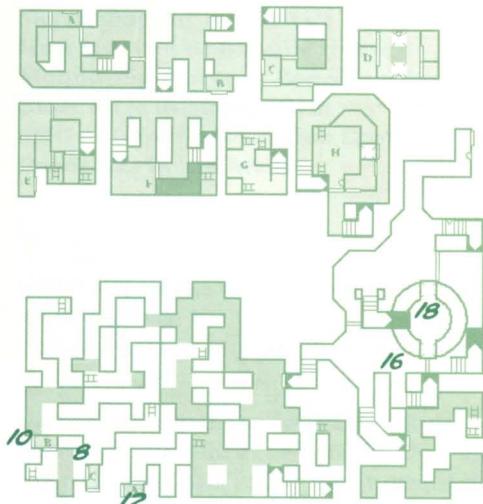
9 Ambush House (9): Building F is built on levels 1 through 3 with the entrance at the top. You work your way down a twisting stairway fighting off Gangers and occasional Mongos, and collecting their possessions. The architecture of this building can get a bit confusing — notice the second stairwell on Level 2 that goes down to an isolated area on Level 1, and the ladder on Level 1 that leads up to a ledge on Level 2.

When you enter the narrow room at the bottom of the long stairs on Level 1 (the room that holds one Regen Pak) the building is raided by a squad of NeCrom's Troopers, and you'll have to fight your way out through them. (If there are any Mongos or Gangers left alive in the stairway area when the Troopers raid, they'll fight each other. But chances are if you've gotten all the way to the trigger area, you'll have had to kill everyone in your way.)

THE SLUMS: LEVEL 1



THE SLUMS: LEVEL 2



grouped Ghoulies in the center. Don't try to be subtle here — break in as quickly as possible and clear the area with explosives. In the middle of the Ghoulie cluster you'll find their dinner — the corpse of a Trooper — along with his laser clip and Icon +5 Life.

11 Ghoulie House 2 (11): This Ghoulie tenement isn't much tougher than the first, but it is a lot harder to find. Building I is tucked away on the third and fourth level, with the entrance hidden behind a rather tricky jump on Level 3. The lower level is rather barren, but the upper (which is guarded by five Ghoulies, including several psychics, that come at you from all sides) contains some 50-point armor and the Icon Spectral, which you can use to give yourself the Prisma power (see p. 00).

12 Boarding House (12): Building A extends between the second and third levels, with the entrance on the lower level. The first thing that happens is your second encounter with the Rook.

ROOK: PSST! IT'S ME, ROOK ...

YOU'RE GETTING QUITE A PLAY ON THE PLEX NEWS. THEY SAY YOU'RE ARMED AND DANGEROUS. WHO ISN'T THESE DAYS? HA, HA!

EXCEPT THEY DON'T LET US HAVE GUNS IN HERE. WE'RE "SLUM FOLK," AS THE CORPS LIKE TO CALL US. THEY KEEP US LOCKED UP, LIKE SOME KIND OF PRISON.

MAYBE YOU SHOULD THINK ABOUT MAKING A PLAY OVER AT THE ARENA. IT'S THE ONLY WAY OUT OF THIS STINKHOLE. DEAD OR ALIVE. HEH, HEH!

ME, I'LL PROBABLY NEVER LEAVE THE CITY. TOO MUCH IN MY BLOOD, I GUESS. BUT YOU, I BET YOU'D STAND A CHANCE. YEAH, I MIGHT JUST PUT A DANGO ON YOU TO TAKE MONGO DOWN. HE'S GOT THE BEAT THERE. HIM AND HIS CLONES. I'VE HEARD THAT A FEW ACTUALLY MADE IT PAST HIM. BUT IT'S PROBABLY JUST HYPE ON THE PLEX TO GET NEW BLOOD FROM TIME TO TIME. AHH, LIFE IN THE CITY ... WHAT A HELLHOLE.

Things get trickier on the upper level, starting with two Mongos who jump you from either side at the top of the stairs. As you approach the door on this level, a secret panel will slide away to your left, and an ambush of three Mongos and four Gangers will pour out. Clear the ambushers away with grenades or hover bombs, then collect the

10 Ghoulie House (10): Building B (surprisingly tough, for being so near the entrance) extends from Level 1 to Level 3, with the entrance on the second level. It's the first of two areas exclusively populated by Ghoulies. The population is about evenly divided between psychic and normal Ghoulies. The two Ghoulies on the entrance level are fairly easy to clear, but the ones on the upper level are much harder, due to the five inhabitants wandering around the central space. Stay near the top of the stairs (perhaps just poking your head quickly around the corner and squeezing off a quick shot or two to get the enemy's attention) and take out the Ghoulies one at a time as they come around the corner. In the lower level there's a room with two entrances and six tightly

building's treasures, which include an Icon that will permanently invest you with the Magna-Rip power.

13 **Mongo Gym** (13): Building E is guarded by the wall turret at (2). Start out by climbing up to Level 2 and finding a ledge that looks directly at the turret. Then, just nip around the corner and take the gun out with a hover bomb, and then just drop to the ground level and enter. This building goes all the way up to Level 4. (Note, however, that when you enter the building from Level 1, your Automap switches to Level 2 — don't worry about this, it's just the only way to have a level lower than the one you enter from.)

There's another wall gun that fires from a hallway next to the entrance, straight at the exit door. The simplest way to take this out is with another hover bomb. Once out of the first room you pass an inoperable door and go up the stairs. At the end of the hall on the third level is a door that opens onto the Mongo training gym, currently occupied by three Mongos up on the fourth-level ledge that circles the room, and one female Ganger near the ladder. Take out the Mongos as best you can, trying to avoid crossfire.

Go up the ladder to Level 4, and down the hall to a room with some goodies and a wall switch. Throwing the wall switch opens a secret entrance next to the wall gun that you disposed of in the entry level. When you leave the switch room, you'll find that three more Mongos have moved onto the gym floor. Dispose of them, and go back down to the first room, where an entrance to the basement is now visible next to the former wall gun. The lowest level is inhabited by five Ghoulies, several psychic. They're all in the second room, however, so stand in the first room and take out the Ghoulies one at a time as they approach the connecting door. Once the Ghoulies are exterminated, you can go up another ladder, where one final Mongo guards several goodies, including a blast rifle. Once you've collected the booty you can go back through the basement and exit.

14 **Gang Headquarters** (14): Building H is a very complicated area. You have to approach the courtyard from Level 4 and drop down into the Level 1 fenced courtyard. Then, you have to take out the two wall guns overlooking the courtyard (the blast rifle works well) before you can even enter. You next have to fight your way up into the center area, a three-level room, with a gaggle of Gangers ready to jump you on the floor level, while Mongos prowl the levels above. Once the big room is clear, you can explore its side chambers, which contain some useful items for this area (most of which are guarded, of course).

15 **Ghoulie Detainment Center** (15): Building G is a simple but deadly area that stretches between the first and third levels, with the entrance at the top. NeCrom has gathered some psychic Ghoulies for experimental purposes and herded them into this area, where they're watched by two Troopers armed with plasma guns and stationed on guard towers. When you enter you first have to kill the guards, then fight your way down into the cellar, where the Ghoulies are stored. The first two or three Ghoulies can

THE SLUMS: LEVEL 3



THE SLUMS: LEVEL 4



In the Arena

16, 17, 18 By this time you should have the \$2,000 you need, plus a good deal more, and you should be several times more powerful than you were when you entered the Slums. It's time to fight Mongo (*THE* Mongo) for your freedom. Go to the ticket window (16) and hand over your \$2,000, but first you might want to go upstairs to the observation deck (17) and take a look at what's in store.

Once you've paid your entrance fee, you go down into the arena cellars to a lift that will carry you to the arena floor (18). Needless to say, this is a good time to be sure your Health, Power and Armor are all at their maximum level.

A few seconds after you arrive on the killing floor, Mongo joins you. He's tough, but by now you should be well able to take him. Start softening him up by expending all your spell points in Electrocisms (if you're into overkill, add a Prisma spell from your Icon Spectral). If that doesn't take him out — and it probably will — you can easily finish him off with a few shots from your laser, or even with your shock mace. When Mongo falls you'll be able to pick up his razor axe and exit the area by way of the lift that Mongo used to enter the arena.

19 Back in the tunnels under the arena, you'll be able to claim your winnings (a lot of cash plus several useful items) and make your way back up to the exit to the city proper. First, however, you may want to visit the other observation level (19), which houses a betting booth. You can try your luck at predicting the winner of somebody else's fight.

probably be lured up to the top of the stairs, where you can pick them off as they stand in the door. The last four down on the first level are tricky however, because two of them are hidden behind a secret panel that only opens when you go down stairs and start to move toward the main room.

When you get down the stairs, face the secret room and back slowly but steadily towards the main room. When the hidden Ghoulies reveal themselves, take them out fast with a couple grenades or your blast rifle, then run back upstairs before the last two Ghoulies can jump you from behind. Once you've taken stock of your injuries, you can go back downstairs and clear the main room, which contains a sub-machine gun and other useful items.



SCENE 3: The City

ON YOUR WAY OUT OF THE ARENA, YOU ARE ACCOSTED BY A METAPOLICE OFFICER WHO ASKS YOU TO HELP THE METACOPS RESIST NECROM'S EFFORTS TO TAKE OVER THE CITY...

... He reveals that NeCrom has gained control of the Metacop aircar fleet and Metabot security robots, and that most of the force is being held prisoner in Meta Station. Emerging from the arena into the main business district of the city, you discover the last remnants of the free Metacops in the process of being overrun by Troopers and Metabots.

Fighting your way through a city overrun by NeCrom's army, you take refuge in a small tavern, where a Noxie recognizes you and tells you that a girl named Lana, who works at a club called Bliss, is looking for you. You make your way across the city to Bliss, where Lana implores you to help the Resistance against NeCrom. She also mentions the name "Cat." She tells you to rendezvous in the city park with a group of Metacops who are planning to borrow an Aircar from somebody named Pawn, and raid Meta Station to release their comrades.

However, when you reach the park, you find that the Metacops are being slaughtered by ambushing Troopers. You can't save the cops, but you can avenge them. Afterward, a dying Metacop tells you you can still find the mysterious Pawn and use his aircar to reach Meta Station. He tells you to look in a place called "The Nex."

The Nex turns out to be a cavernous, high-tech disco, but you manage to find the Pawn, who loans you his aircar for his own inscrutable reasons. You soar over the barricades to the main entrance of Meta Station.

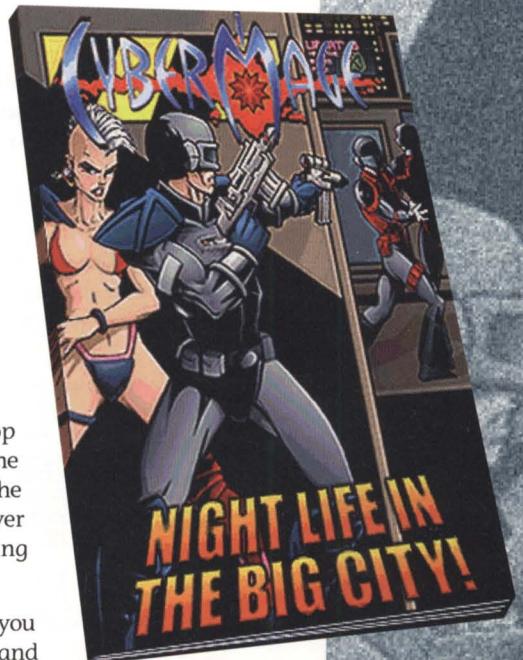
Tactics

Basically, keep a wall to your back. There are Troopers and Metabots all over the place, and the one thing you don't need is to get caught in a crossfire. Try to find confined, protected areas that will funnel the enemy to you in manageable numbers.

The aircars are a particular pain in this scene. Effective attacks against aerial assaults include the blast rifle, grenades or the Magna Rip power. The absolute best place in the whole scene to fight off an aircar is at the top of the arena stairs, because that will put you face-to-face with the aircar and restrict its movements, rather than forcing you to attack it while it zips merrily around and behind you over your head.

There are also Trooper snipers on rooftops throughout the city. Try to stay under cover, and take a few minutes to take them out once you get the aircar.

Finally, always remember that you can be healed for free at the hospital as often as you want. The City is the only place in the whole game with free, unlimited healing, so abuse the privilege. You should not crack a single can of Regen during any of your visits to the City.



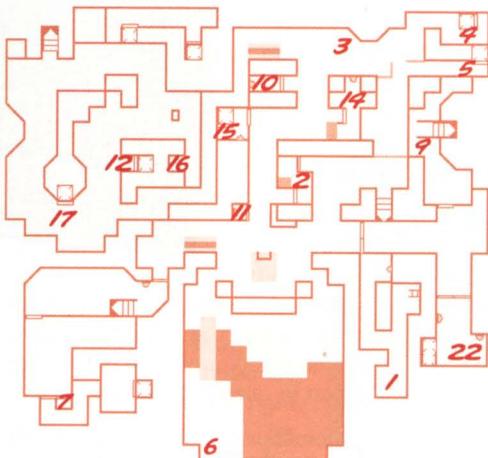
New And Unique Items and Powers

Several for sale at Gun Shop (11) and Hi Tek (13)
Pawn's Air Car at (8)

Walkthrough

1 The exit from the Arena is sealed, so descend into the lower level to look for the switch to raise the heavy door to the City proper. You'll find it, but you also find a Metacop Officer with a story to tell (1).

THE CITY: LEVEL 1



METACOP LIEUTENANT: DON'T SHOOT!

I RECOGNIZE YOU! YOU'RE THE GUY WHOSE PICTURE IS ALL OVER THE PLEX.

NECROM'S ARMY IS INVADING THE CITY, KILLING EVERYONE. THEY'RE LOOKING FOR YOU. THE PLEX SAYS THAT YOU'RE SOME KIND OF SPECIAL CYBER-OP. THERE MUST BE SOME HEAVY WIRE IN YOU FOR NECROM TO SEND OUT AN INVASION FORCE LIKE THIS.

WE SURE COULD USE YOUR HELP. NECROM'S ATTACK CAUGHT US BY SURPRISE. HIS MEN STORMED POLICE HEADQUARTERS FIRST, TOOK CONTROL OF SKY PATROL. THE BASTARDS EJECTED MY MEN IN MIDAIR! THEY'RE GUIDING THE SHIPS FROM

THE REMOTE COMPLEX AT HQ. AND THE METABOTS HAVE BEEN TURNED INTO KILLING MACHINES! MOST OF MY MEN ARE BEING HELD PRISONER AT HEADQUARTERS. THE REST OF US ARE STILL FIGHTING.

WE'VE GOT TO INFILTRATE META STATION. DISABLE THE REMOTE CENTER TO CRIPPLE THE PATROL SHIPS. SHUT DOWN THE DAMN ROBOTS. AND THEN HOPE TO HELL THERE'S ENOUGH MEN LEFT TO PUSH NECROM'S ARMY BACK OUT OF THE CITY.

IN OTHER WORDS, WE NEED A MIRACLE.

2 Finally you make it into the City, only to discover yourself in the dead center of a battle between Metacops and NeCrom's Troopers, Metabots and remote-controlled Aircars. Even with your help, the Metacops are doomed (though there might be a few stragglers left here and there in the City). Once you've cleared out the opposition a bit, run into Jack's bar (2), where you'll be greeted by the Noxie behind the bar.

STACI: YOU'LL NEVER TAKE ME ALIVE, YOU BASTARD!!

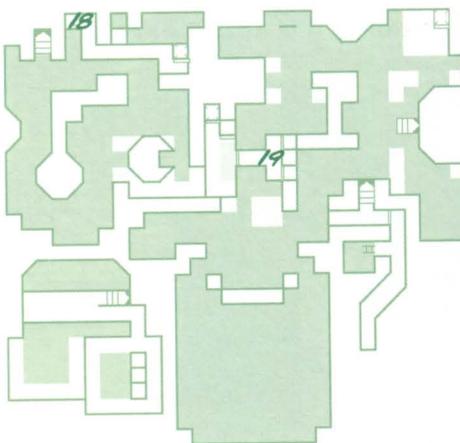
OH! WAIT A MINUTE, AREN'T YOU THE ONE THEY'VE BEEN LOOKING FOR? I THOUGHT YOU WERE ONE OF THEM.

LANA PUT THE WORD OUT TO ALL THE GIRLS TO BE ON THE LOOKOUT FOR YOU. HER BOYTOY IS PART OF THE UNDERGROUND. THEY'RE TRYING TO FIND YOU BEFORE ROTFACE NECROM DOES. YOU MUST BE PRETTY IMPORTANT TO THEM.

GO SEE LANA. SHE HANGS OVER AT BLISS. TELL HER STACI FOUND YOU. SHE'LL OWE ME. NOW I'D BETTER GET OUT OF HERE BEFORE THEY FIND ME WITH YOU!

At this point Staci gives you the Bliss card.

THE CITY: LEVEL 2



3 On the way over to Bliss, you pass a large viewscreen (3) where NeCrom, looking very presidential, is announcing his takeover of the City.

NECROM: ATTENTION ALL CITIZENS! THIS IS NECROM. I AM DECLARING A STATE OF MARTIAL LAW UNTIL THE REBELLION WHICH THREATENS OUR CITY HAS BEEN CRUSHED.

ALL CITIZENS ARE TO REMAIN INDOORS WHILE MY MEN TAKE CARE OF ANY RESISTANCE. PEACE AND ORDER WILL SOON BE RESTORED.

I REPEAT, ALL CITIZENS ARE TO REMAIN INDOORS.

4 At Bliss (4), your entrance card allows you to ride up the lift into the main bar room, where you meet Lana and her kittenish co-worker Maxi.

LANA: YOU'RE GETTING A PRETTY BIG REPUTATION AROUND HERE, YOU KNOW.

MAXI: IT'S HIM!

LANA: SHUT UP, MAXI! I NEED TO TALK WITH HIM.

MAXI: HE'S CUTE.

LANA: SHUT UP, MAXI, AND LET ME TALK!

MAXI: HEY HANDSOME, YOU'RE CUTE!

LANA: SHUT UP MAX!!!

MAXI: OK, OK. BUT HE'S STILL CUTE.

LANA: LISTEN CAREFULLY. THE UNDERGROUND HAS BEEN TRYING TO FIND YOU. THEY DON'T WANT TO HURT YOU, THEY'RE TRYING TO HELP YOU. LANCE...

UH, LANCE, HE'S . . . HE'S A FRIEND OF MINE. HE CAME TO THE CITY TO FIND YOU. HE SAID TO MENTION A NAME . . . CAT . . . MAYBE IT MEANS SOMETHING TO YOU. LANCE SAID IT WAS IMPORTANT TO FIND YOU. BUT THERE'S A PROBLEM. THE METAS CAUGHT HIM JUST BEFORE ALL HELL BROKE LOOSE. I . . . I TOLD HIM TO STAY OFF THE STREETS!

O SWEET MOTHER . . . LANCE . . . PLEASE, IF YOU CAN FIND HIM! I'LL DO ANYTHING!!

I'M SORRY . . . IT'S JUST . . . JUST . . . NEVERMIND, IT'S NOT IMPORTANT RIGHT NOW. THE COPS TOOK HIM INSIDE META STATION. HE MIGHT STILL BE SAFE! BUT THEY'VE BLOCKED OFF THE STATION, YOU'LL NEVER GET PAST THE BARRICADES.

MAXI: SAY LANA, WORD IS THAT SOME OF THE METAS WERE PLANNING A RENDEZVOUS OVER AT THE PARK. I THINK THEY WERE GOING TO CONVINCE PAWN TO LET THEM USE HIS OLD PATROL SHIP AND FLY PAST THE BARRICADES TO ATTACK THE STATION.

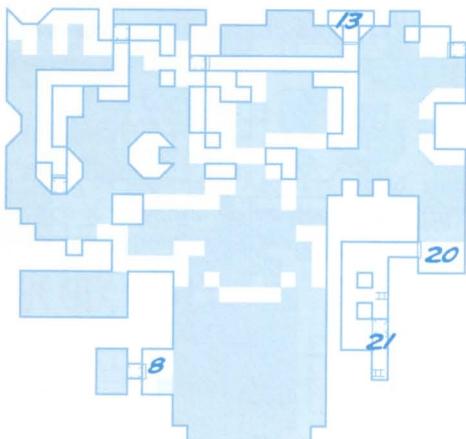
LANA: THAT'S IT! PAWN'S SHIP!! YOU COULD USE THE SHIP TO GET INSIDE THE STATION! THEY'RE MEETING IN THE PARK! MAYBE IT'S NOT TOO LATE!

MAXI: BY THE WAY, HANDSOME, LANCE ISN'T JUST HER FRIEND. HE'S HER HUSBAND.

LANA: OH, MAXI.



THE CITY: LEVEL 3



METACOP: SOMEBODY TALKED . . . WE WERE AMBUSHED . . . THE SHIP . . . YOU'VE GOT TO MEET WITH PAWN . . . INSIDE PARKVIEW . . . AT THE NEX . . . YOU'LL NEED MY SECURITY PASS . . . TAKE IT . . . SAVE MY MEN . . . AT STATION . . .

7 The Nex (7) is a huge disco in a downtown mall. You'll find the Pawn in a small room behind one of the bars. Concluding the deal is surprisingly easy.

PAWN: NEED A LIFT?

I WAS EXPECTING A META. SENT YOU TO DO THEIR DIRTY WORK, EH? I SUPPOSE THEY JUST COULDN'T TRUST OLD PAWN, HEH HEH.

WELL, THIS NECROM THING IS GETTING OUT OF HAND. BAD FOR BUSINESS. VERY BAD. ME AND THE METAS, WE HAVE OUR DIFFERENT PERSPECTIVES ABOUT THINGS. BUT NOW, WELL, BUSINESS COMES FIRST. AND THIS CITY-WIDE INVASION THING IS CUTTING INTO MY PROFITS. NOT TO MENTION JEOPARDIZING THE GOOD HEALTH OF MY CLIENTELE.

YEAH, I'LL LEND YOU THE SHIP IF IT'LL HELP GET THINGS BACK TO NORMAL. TRY TO TREAT HER RIGHT. I JUST HAD HER UPGRADED. GREMLIN BLASTER PAKS, CARBOLIZED ARMOR PLATING, ALL THE LATEST.

I'LL THINK OF A WAY YOU CAN REPAY ME LATER, WHEN I SEE WHAT'S LEFT WHEN YOU BRING HER BACK. THAT IS, IF YOU BRING HER BACK. YEAH, I FIGURE YOU'RE GONNA OWE ME, ONE WAY OR ANOTHER, CYBERBOY.

8 When Pawn's finished speaking, a door next to his "office" slides open, and you can follow the hallway beyond to the pad where his aircar sits (8), overlooking the sight of the Metacop ambush. Nearby is the Aircar Remote, a device that allows you to return the aircar to this spot at any time (useful if you park on a Level 4 ledge and then jump off). Once you've claimed the aircar, you'll be able to use it on both your future returns to the City.

9 Once in the aircar, it's just a matter of flying over the fence to the Metacop Station front door (9) and moving right in. The biggest obstacle on your way are the two high-power turret guns flanking the entrance. Stand off in the cover of other buildings and try to take out the guns at long range. You'll probably also want to cruise around the city for awhile and run down any remaining rooftop snipers, just for the satisfaction of it.

5 (Optional) Leaving Bliss, if you enter the barricaded area around Meta-Station, you'll hear a woman's scream at (5). After entering the building and taking the lift up you'll find the body of a murdered Noxie, and the Trooper who committed the crime, along with his Metabot sidekick. Unfortunately there's nothing you can do to save the victim, but when the murderers have been disposed of, there's some cash to be found.

6 When you get to the park (6), you discover a force of Troopers and Metabots ambushing the Metacop task force. After you ambush the ambushers, a dying Metacop gives you a message.

Shops and Bars

In addition to the locations listed above, there are several locations in the city that, while not essential to finishing the game or understanding the plot, are interesting and useful places to visit and revisit.

10 Hospital. The Hospital (10) is one of the most useful locations in the city. In addition to providing free healing whenever needed (!) the Hospital is also a place where you can buy Regen and, if you're in *desperate* need of money, sell blood. See your *Playguide* for instructions about performing these operations.

11 Gun Shop. This shop has a large variety of weapons and ammunition for sale (11). By all means, visit this shop and max out the ammo count for all your weapons any time you come into town, but be very cautious about buying guns here — you're going to find all the guns anyway eventually, and there are better things to spend your cash on.

12,13 Hi-Tek. The entrance to this shop is at (12), but the shop itself is up at (13). Inventory includes Armor, Armorseal, Aircar armor repair, and even Power Scanners and Life Scanners. The only thing you really need from here is Armorseal. (In fact, an excellent resource management strategy is, each time you visit the city, to fill up your guns' magazines at the Gun Shop, then come over to Hi-Tek and spend *all* of your remaining funds on Armorseal.) However, in certain situations, the Aircar repair package (at a very reasonable flat fee of \$1,000) could be a real life saver.

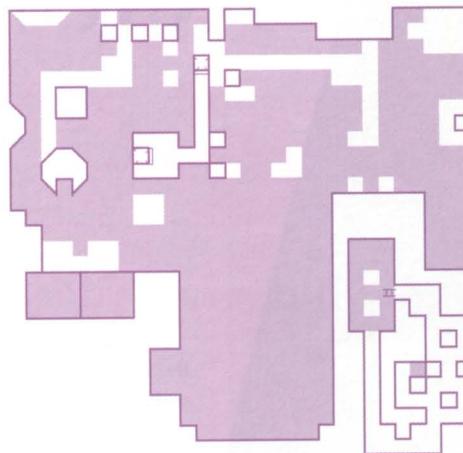
14 Nightside. This nondescript bar (14) is notable only for being the home of the notorious Jack-Pot-O-Rama one-eyed bandit machine, described in the *Playguide*.

2 Jack's. The first time you visit here (2), you get the Bliss card from Staci. After that, Jack's is mostly useful as a place to duck out of the line-of-fire for a minute.

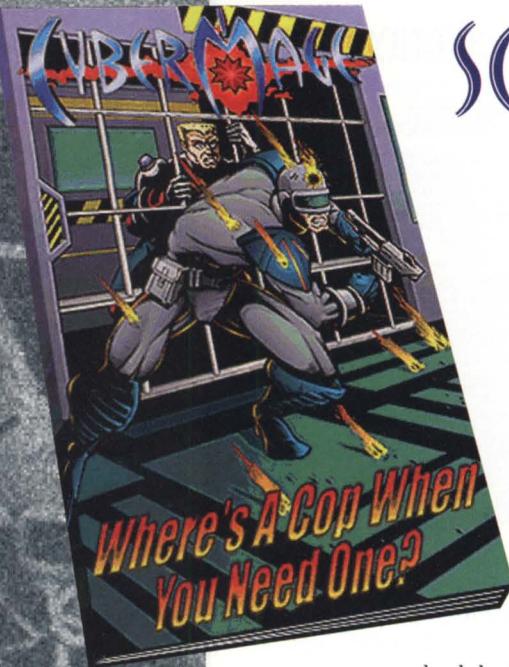
Bliss/The Nex/Liberty's. These three locations are all "private" clubs. You'll be given the means to enter each at the appropriate time in the game.

Arena Betting Window. Although technically part of Scene 2, you are allowed to go back through the arena and visit the betting window whenever you get an urge to watch some gladiatorial action.

CHEAT. At this point a certain type of gamer is probably wondering, "What's to stop me from going to a gambling machine and saving my game, then betting a bundle? If I win, I save again, and if I lose, I restore." There's a timer built into the game, which will prevent you from using a gambling machine for several seconds after a restore. This makes such behavior a great deal more tedious, but other than that, there's nothing in the world stopping you from doing this for just about as long as you like. The truly obsessive, however, should know that if you accumulate over \$2 billion, a glitch in the game will switch your cash balance to negative, and you will find yourself \$2 billion *in the hole*. You've been warned.



SCENE 4: Metacop



IN THE METACOP STATION, YOU DISCOVER A HOLDING CELL WHERE A LONE SURVIVING POLICEMAN TELLS YOU TO GO LOOK FOR HIS CAPTAIN...

... Finding the captain upstairs, you learn that the Metabots in the station can be wrenched from NeCrom's control if the right software can be found and loaded, and that the rest of the surviving cops are being held in the maximum security block on the other side of the station's Jump Jet training course.

Locating the software that activates the stored Metabots and restores their normal programming, you load the software into the station mainframe just in time to give a large

ambush by NeCrom's men an extremely unpleasant surprise. But your quest for the Maximum Security Block is stymied by a lift with a burned-out fuse. To find a replacement part, you're forced to venture down into the dark and deadly Genno kennels.

With the Jump Belt in your possession at last, you're ready to brave the training course. It eventually leads you to the maximum-security complex, which is guarded by a company of NeCrom's Troopers under the command of an officer of NeCrom's elite Legion of Doom. Freeing the prisoners, you discover that one of them is indeed Lana's "friend" Lance. He tells you of rumors about a top-secret weapon being developed in SARCorp that can perhaps destroy NeCrom.

Your work at the station done, you return to the City.

Tactics

By now you should have your tactics against Troopers and Metabots down cold. As always, avoid crossfires and try to hit them before they see you.

This scene marks your first encounter with Gennos. Gennos rush straight at you at blinding speed. Use the most powerful attacks you can, but don't use area-effect attacks like explosives or the Prisma power — the Genno will be close enough to put you in the blast radius before you even know it. Electroscism and Magna-Rip are good anti-Genno powers, since they both do damage and slow the creature down.

With your current armament and power level, the one Legion of Doom at the end of the scene is a real challenge. Treat him like you treated Mongo in the arena — start off by throwing as many Electroscisms as you can at him, and if he's still standing afterward, draw a weapon. (This is an excellent place to try out your heavy blaster.)

New And Unique Items and Powers

Jump Jet at (21)

Heavy Blaster at (24)

Icon Protect at (30)

Rocket Gun at (40)

Walkthrough

1 From the entrance, fight your way around the corner to the lift at (1) and take it up to Level 2.

2,3 At (2) is a keycard. Use it to release the Metacop in the cell at (3).

METACOP: I DON'T KNOW WHO YOU ARE, BUT THANKS. I DIDN'T THINK I WOULD GET OUT OF HERE ALIVE.

MOST OF OUR MEN WERE PUT IN MAXIMUM SECURITY. A FEW OF US WERE BROUGHT HERE TO THE HOLDING CELLS FOR TARGET PRACTICE. THE BASTARDS.

I OVERHEARD THEM SAY THE CAPTAIN WAS BEING HELD UPSTAIRS. HE MIGHT KNOW A WAY TO BREACH MAXIMUM SECURITY. THERE'S A CONTROL STATION DOWN THE HALL FROM HERE. THE ACCESS CODE IS (RANDOM ALPHA-NUMERIC CODE). YOU'LL NEED IT.

MEANWHILE, IT'S TIME FOR ME TO REPAY SOME OF THESE CREEPS.

Note that the code is randomized to be different each time you play through. If you don't catch it on first listen, use your Personal Log to review.

4,5 Enter the security code at (4). In the room beyond is the "Activate Robots" software, and a switch that will activate the lift at (5). Ride it up to Level 3.

6 Go downstairs to (6), kill the Troopers there, and get the Electronic Key. Don't forget to claim the goodies in the hidden closet behind the guard post, but don't dawdle — you'll be under heavy fire from maximum security while you're in this room.

7,8 At (7), three Troopers on an elevated platform are guarding the access to the captain's cell. Run through the room and ride the lift up, dispatch the guards and take the stairs down to (8), where the Captain is being held in a tiny, concealed cell.

CAPTAIN: WELL DONE, SOLDIER! I DON'T KNOW HOW YOU MANAGED TO GET IN HERE, BUT GOOD THING YOU DID. I'M CAPTAIN KOLDLAW.

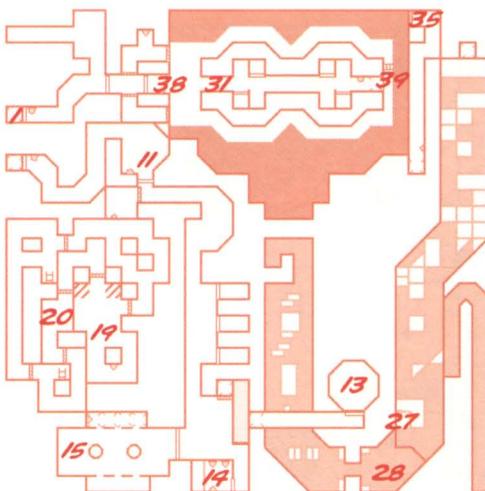
NECROM'S ATTACK CAUGHT US BY SURPRISE. GREAT MOTHER, OUR OWN METABOTS FOUGHT AGAINST US! MOST OF MY MEN ARE LOCKED UP IN MAXIMUM SECURITY. WITHOUT THEM, WE DON'T STAND A CHANCE OF BEATING NECROM'S FORCES.

THE PRISON'S BEEN SEALED OFF FROM THE INSIDE AND THE AREA AROUND IT FLOODED WITH ACITOXINS TO PREVENT ANYONE FROM ESCAPING. THE ONLY WAY IN IS THROUGH THE JUMP JET TRAINING GAUNTLET. WE KEEP THE JUMP JETS DOWNSTAIRS IN THE ARMORY COMTRIX, NEAR MAIN BAY CONTROL STATION, BUT IT'S BOUND TO BE CRAWLING WITH METABOTS.

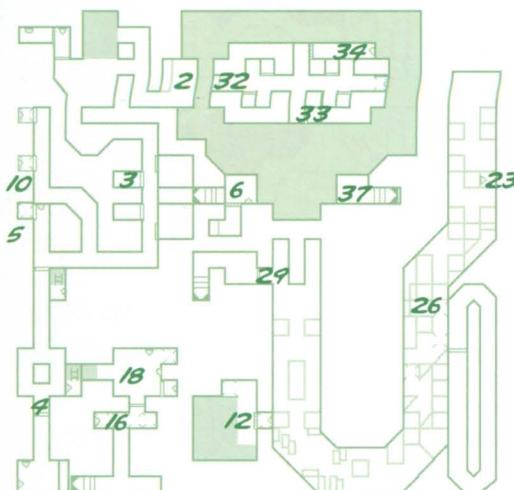
THEY'VE BEEN REPROGRAMMED TO SHOOT DAMN NEAR ANYTHING. CHECK THE SYSTEMS STATION ON THIS FLOOR. THE CLEARANCE CODE IS (RANDOM ALPHANUMERIC CODE). IF YOU CAN RELOAD THE ORIGINAL METABOT SOFTWARE, THEY SHOULD COME BACK UNDER CONTROL. IT MIGHT BE ENOUGH TO HELP US RETAKE THE STATION.

AND STAY CLEAR OF THE GENNO KENNELS. OUR GENNOS ARE SPECIALLY BRED FOR THEIR VIOLENCE. GREAT FOR KEEPING OUT INTRUDERS, BUT THEY CAN SHRED YOU IN A HEARTBEAT. YOU DON'T WANT TO BE MESSING WITH THOSE GENNOS.

METACOP: LEVEL 1



METACOP: LEVEL 2



9 Once the captain is free, you can go pick up the "Purge Robots" software at (9).

10,11 Go downstairs and then take the *lift* at (10) to Level 1. At (11), use the Retinal Mimic you got from the captain's cell to open the door. Watch out for the ambush that's coming from behind the secret panel to your right as you enter. Make sure the three Metabot storage closets are open.

12,13 (Optional) There's a secret door at (12) that opens into a lift, giving you access to the treasury room at (13). (As for the room with the four Darklight icons that you can see from (12), yes, it has a secret entrance, but that entrance is far from here.)

14 In (14), you can load the software into the mainframe, re-awakening the Metabots and restoring them to their rightful programming. There's also a lever here that opens the doors to the large room at (15).

15 In (15), the blast-pak in the middle of the room is sitting on a hidden trigger that will call a major ambush of 14 Troopers rushing out from the concealed side platforms. When you trigger the trap, just dash out and put the Metabots between you and the Troopers. You can lurk on the edge of the battle, to claim the Mara of fallen Troopers.

16,17 The lever will raise the side platforms and take you to (16). From there, go up the stairs to (17), where a young Trooper officer is getting orders from his Legion of Doom commander over the intercom.

18 After proving the sergeant tragically wrong, throw the wall switch and proceed to (18), where the lift doesn't work. Some investigation reveals that a critical fuse is missing. With no other options available, jump down into the Genno pit.

19,20,21 Make your way through the Genno area, pausing at both ladders to climb up and throw the levers at the top. When you get to (19), the stupidest Trooper in the world will panic, throw the wrong switch, and release the Gennos on him and his buddy. Once the whole Genno pit is cleared, you can recover the lost fuse at (20). Throw the final switch at (19) to activate the moving blocks that will raise you back to Level 3, where you can restore the fuse at (18) and ride the lift up to (21), where you at last get the Jump Jet.

22,23 In the far corner of Level 3, the lift at (22) takes you down to the Jump Jet training course. The route through this extremely complicated 3-D maze is impossible to describe precisely in writing. You'll just have to make your way through by trial-and-error — but we can point out some secrets and trouble spots. Your first stop is to find your way to the switch at (23) and throw it.

24 (Optional) There are several secret areas branching off the Jump-Jet course. The first is at (24), and leads to a long, hallway that spirals down. The hallway is unoccupied,

but protected by powerful wall guns that you'll have to eliminate with your blast rifle or hover bombs. Expect to burn up some Regen and Armorseal here, but the end result is worth it — a heavy blaster is waiting for you at the end of the hall.

25 (Optional) Another secret area is at (25). This one is a treasury room with lots of cash.

26 The series of lifts beginning with (26) is a bit tricky. You have to ride the first lift up, remove your Jump Jet, ride the second lift down, run to the third lift, and ride it up — after which you can re-activate your Jump Jet and resume your airborne progress.

27 (Optional) Not really a secret room, there's a small niche at (27) where some easily claimed goodies are stored.

28 At (28) you're presented with a choice between two "paths." Both will get you through the maze, but the one on the *left* will take you to the entrance to the secret area at (29).

29,30 (Optional) The concealed entrance to (29) leads you to (30), the home of the four Darklight Icons — including your first Icon Protect — that you may have noticed at (12).

31,32 From the end of the course, run quickly to the entrance to the maximum security block at (31) to avoid the turret guns and guards above. At the opposite end of the hall is a lift up. The keycard to the cells is at (32) on Level 2, but first be prepared for an ambush by a squad of guards hidden in the side passages.

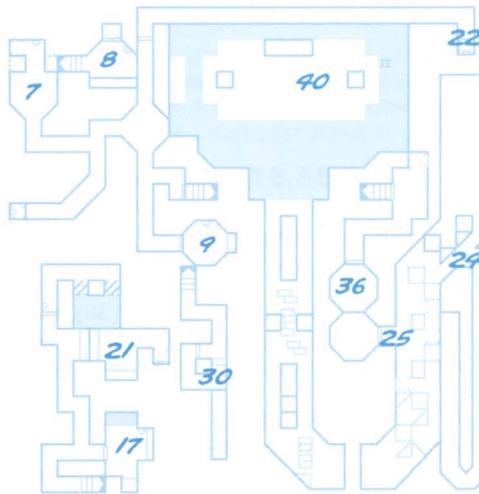
Once all the Metacops and Lance are freed, Lance gives you a message.

LANCE: WHAT A TWIST. I WAS SUPPOSED TO FIND YOU!

I'M LANCE. KATT HEARD THAT YOU WERE OUT AND TURNING INTO A ONE-MAN ARMY. SAID YOU'VE SURPASSED ANYTHING HE EVER EXPECTED. IN TIME, HE THINKS YOU COULD EVEN DEFEAT NECROM, BUT NECROM HAS MORE EXPERIENCE WITH HIS CRYSTAL. THEY SAY HE ONCE LEVELED AN ENTIRE BATTLEFIELD OF MEN WITH ONE SWEEP OF HIS HANDS. AND EACH DAY HE GROWS MORE AND MORE POWERFUL. MAKES YOU WONDER WHAT THESE CRYSTALS ARE CAPABLE OF. NECROM MUST BE STOPPED, AND STOPPED NOW!

SARCORP IS PUTTING TOGETHER SOMETHING THAT MIGHT HELP US, SOME DEVICE CALLED A DAMMA-CRON. I DON'T KNOW WHAT IT DOES, BUT KATT SAYS IT'S CRITICALLY IMPORTANT. UNFORTUNATELY, HE NEVER GOT A DESCRIPTION OF WHAT IT WOULD LOOK LIKE. WITH YOUR DARKLIGHT POWERS, YOU'RE PROBABLY OUR ONLY HOPE OF GETTING INTO SARCORP AND FINDING THE GIZMO. THERE'S A HIGH-LEVEL SECURITY CARD PLANTED IN ONE OF THE OFFICES. KATT SEEMED TO THINK WE'D KNOW WHICH ONE, AND MENTIONED A HIDDEN SWITCH BEHIND THE DESK TO GET THE CARD.

METACOP: LEVEL 3





IF FOR SOME REASON YOU CAN'T GET THE DAMMA-CRON, ACTIVATE THE AUTO-DESTRUCT UNIT AT THE CORE OF SARCORP. KATT SAYS THAT DESTROYING THE SARCORP LABS MIGHT SLOW DOWN WHATEVER NECROM IS PLANNING.

ONE MORE THING, THERE'S A GIRL IN THE CITY. SHE'S A FRIEND OF MINE. HER NAME IS LANA. YOU CAN FIND HER AT BLISS. I'LL MEET YOU THERE. THERE'S SOMETHING I NEED TO DO FIRST, WHILE I'M INSIDE META STATION. IF FOR SOME REASON I DON'T MAKE IT BACK, TELL HER LANCE WAS THINKING ABOUT HER.

33,34,35,36,37 (Optional) A Trooper ambush opens the way to a switch at (33), which opens the way to another switch at (34), which opens the entrance to the final secret area of this scene at (35). The hallway revealed at (35) leads to both the treasury room at (36) and the guard post at (37).

38 There's a security keypad at (38) that will open the way out of maximum security when you enter the passcode given you by one of the confined Metacops. However, this will also release numerous Troopers from a final, concealed ambush.

39 Your last job is to climb up the ladder at (39) and take out the Legion of Doom, Troopers and three turrets at (40). Stay behind the pillars to protect yourself from the turrets. Take out the Troopers as they approach. Your best odds against the LoD are discussed under **Tactics**, p. 90.

Once the station has been completely returned to Metacop control, you can make your way up to the exit on Level 2.

INTERLUDE: CITY 2

After your triumph at Metacop headquarters, you return to Bliss, where Lance has just left to rejoin the rebels, and Lana and Maxi are preparing to follow him. Lana sends you to talk to a woman named Vanni, at a club called Liberty's.

At Liberty's, you get a startling, but ultimately harmless surprise. Vanni, in addition to other beguiling promises, tells you she's set up a meeting with somebody who can get you into SARCorp. You make the rendezvous and are presented with the necessary SARcard pass, immediately after which you are ambushed by Styx and more aircars. You fight your way through to the entrance to SARCorp.

Walkthrough

Note. All numbers below refer to the walkthrough maps for the City found in Scene 3 (pp. 86 – 89).

4 Return to Bliss (4) to talk to Lana and Maxi again.

MAXI: HEY, LOVERBOY!

LANA: OH, YOU JUST MISSED HIM! LANCE, I MEAN. HOW CAN I EVER THANK YOU! IF IT WEREN'T FOR YOU, I DON'T KNOW WHAT. BUT HE'S SAFE!

HE LEFT INSTRUCTIONS FOR YOU. HE SAID HE'D CONTACT YOU LATER, BUT SOMETHING CAME UP AND HE HAD TO GET BACK TO HIS OUTPOST RIGHT AWAY. THE IMPORTANT THING IS FOR US TO GET YOU INTO SARCORP. HE SAID IT WOULD BE UP TO YOU AFTER THAT.

SARcorp is pretty tough to crack, but I know a girl who thinks she can get you in. She works at Liberty's. It's an exclusive club, so we had to fake a membership card for you. Try not to look suspicious when you show it, and make it quick. Ask for Vanni.

I'd be cautious if I were you. Liberty's has a reputation for girls that will do anything if the dango is right, and remember, there's a price on your head.

ME AND MAXI HAVE TO DISAPPEAR FOR AWHILE.

MAXI: LANA, I COULD STAY HERE IN CASE.

LANA: NO MAXI, LANCE TOLD BOTH OF US TO CLEAR OUT OF HERE.

MAXI: SORRY HANDSOME. MAYBE SOME OTHER TIME.

15 At Liberty's (15), while you're "trying not to look suspicious," you're met by the Stynx maitre d', who hands you a pile of cash after greeting you as the club's millionth customer.

Upstairs, you find Vanni, who lets you in on her plan.

VANNI: SO MUCH FOR LOW PROFILE. NEXT TIME WHY DON'T YOU JUST BLOW A HOLE THROUGH THE WALL. YOU'D BE LESS CONSPICUOUS. GOOD THING NO ONE AROUND HERE HAS ENOUGH BRAIN CELLS LEFT TO GIVE A DAMN ABOUT ONE MORE FREAK.

I'M VANNI. LANA SAID YOU'D BE COMING.

I FOUND SOMEONE WHO SAYS HE CAN GET YOU INTO SARcorp. HE'S THE NERVOUS TYPE, SO DON'T TAKE ALL NIGHT TO SHOW UP. HE'LL MEET YOU OVER AT THE EXEC PLAZA. HE WANTS FIVE THOUSAND DANGO.

GO ON AND DO WHATEVER YOU'VE GOT TO DO OVER THERE. THEN COME BACK AND SEE ME. VANNI WILL BE WAITING. AND IF YOU'RE LUCKY, MAYBE VANNI WILL OPEN UP HER SECRET LITTLE BOX FOR YOU.

(You'll find out about Vanni's box on your final return to the City.)

16 Your contact is waiting for you at (16). Before you get down to business, there's some small talk to get out of the way.

STYNX: PSST!

IT'S ABOUT DAMN TIME! YOU THINK I GOT NOTHING BETTER TO DO THAN STAND AROUND IN THE DARK ALL NIGHT?!

SOME BAD RASH IS GOING DOWN OVER AT SARcorp. WORD IS THE SUPREME DIRECTOR HIMSELF IS MISSING. SOMETHING TWISTED IS GOING ON IN THERE, I TELL YOU. I THINK IT'S THAT NEW BREED OF EXOTIC, THE SLITHERS. THE WORD IS THAT THEY AINT. THEY AINT HUMAN. AT LEAST THE OTHER EXOTICS GOT SOME HUMAN IN THEM, BUT THESE NEW ONES, I DON'T KNOW. AND I DON'T THINK I WANT TO KNOW.

DID YOU BRING THE CASH?

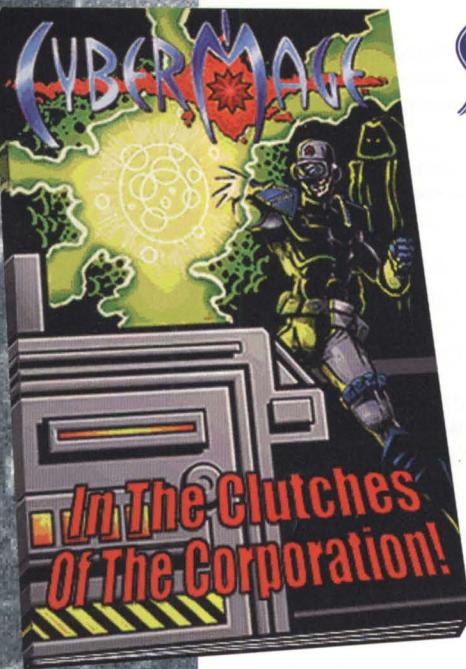
Do not, repeat, *do not* go to this meeting with \$5,000. If you have \$5,000 when you talk to Vanni, go to the Gun Shop or Hi-Tek before making the meeting and buy ammo or Armorseal until you're below the magic number. Paying the Stynx off does absolutely nothing to make the game any easier or more rewarding, and that's \$5,000 you'll never see again.

17, 18 Whether you pay up or not, you'll be jumped immediately after the meeting by a mixed force of aircars and Stynx. Watch out for the first aircar — it materializes practically over your head. Once you get past this fight, you can go through the door at (17), and from there to a SARcorp side-entrance at (18).



95

Metacorp/The City



SCENE 5:SARCorp

IN THE LUXURIOUS SARCORP BUILDING, YOU MAKE YOUR WAY (THROUGH THE SECURITY METABOTS, DRONES AND STYNX GUARDS...).

... that stand in your way) to an executive rotunda, but the building's security system will not allow you to enter the offices. On a lower floor you discover a series of force fields and gun emplacements that seems impenetrable, until you figure out how to use the security measures against one another, allowing you to obtain the security pass you need.

Back in the executive suites, you discover a series of video diaries made by your mysterious patron M. Katt. In a secret lab under the office of Katt himself, you play back these tapes, learning much about your creation, your powers, and your enemy NeCrom.

You make your way to the central core of SARCorp, methodically bypassing the building's security measures as you go. You come to a giant chamber, where the SARCorp guards switch on an ultra high-tech field that cancels out your Darklight powers, forcing you to rely on more prosaic defenses until you find the switch to cancel the field.

After exploring several SARCorp research laboratories, you come across one lab totally unlike the others, as is the researcher who occupies it — a member of the alien Sri-Feng, whose Darklight mastery rivals your own. He's guarding the secret Damma-Cron weapon you came to obtain. You discover that the device is constructed in the form of a helmet.

With the Damma-Cron now in your possession, you find and activate the Auto-Destruct program, and make your way out of the building with only seconds to spare. No more will NeCrom and his alien allies be able to use the resources of SARCorp to further their plans for world domination.

Tactics

This scene marks your first encounter with "invisible" opponents (many of the Mung and the Sri-Feng). They're not really that hard to deal with, since you can still see them in the form of a transparent shimmer. The biggest risk from invisibles is that they'll blindside you while you're concentrating on a still fully visible foe, so watch your flanks!

By now, you should be fully proficient against Metabots, Drones, Stynx and Gennos. The Mung, however, are deceptively dangerous. Although they're very easy to take out — a single shot will often do the trick, even with the lightest powers or weapons — their habit of defending themselves with hover bombs gives them one of the most devastating per-shot attacks in the game. The biggest danger from the hover bombs is that they'll completely destroy one of your armor locations with a single hit. The best solution to this threat is to always be sure to hit a Mung before he hits you, but this can be

difficult, particularly when you're facing several Mung all at once. Hover bombs are also slow enough to dodge, provided you have some maneuvering room. In general, just be on your toes at all times against Mung.

Watch the eyes of the Sri-Feng. They'll flash red right before he attacks. If you can get off the first shot against a Sri-Feng, and if you can keep pounding him continuously, he won't have a chance to use his powers against you or go invisible. If he does manage to turn invisible and get into the dark outer edge of the room, he'll be almost impossible to spot by his "shimmer" alone. You can, however, trace his attacks back to the source and hit him with area-effect powers like Painwave. If you can manage to get an Electroscism on him, you can target that.

New and Unique Items and Powers

Painwave Power at (15)

Fusion Gun at (22)

Icon Cloak at (32)

Damma-Cron at (39)

Plasma Gun at (35)

Icon Incenera at (46)

Walkthrough

1 From the start, go up the lift, then down the first stairway to (1) and throw the switch there. Notice that one of the Metabot guards is carrying a blast-pak. Then go back upstairs.

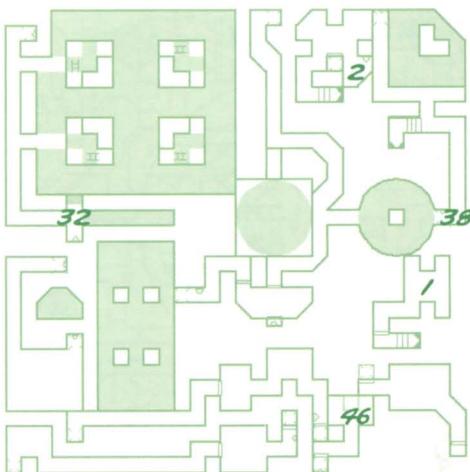
2 Go down the next stairway to (2). Try to take out the two Metabots from a position that offers some shelter from the two Styx on the upper level. Then hit the switch, take the lift up and dispose of the Styx.

3,4 The storage room at (3) is guarded by a Metabot, and three Mung up on the catwalks. Watch out for hover bomb attacks from invisible, elevated Mung! Take the lift up and go around the catwalk to the second lift, which will carry you down to (4), where you can get the Keycard.

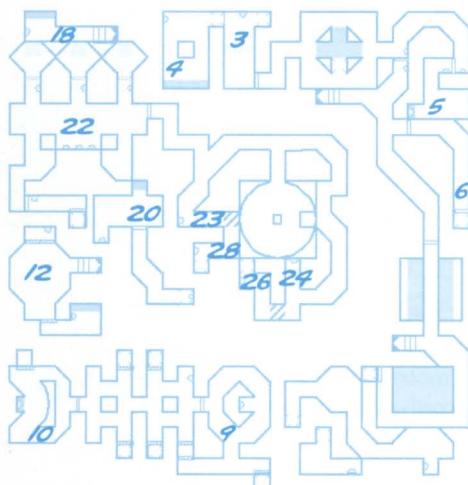
5,6,7 The Keycard will allow you to push the button at (5), which gives you access to the elevator at (6) that leads to (7) in the executive rotunda.

8,9 Make your way past the Styx at (8) and take the elevator down to (9). Throw the lever to drop the force fields. Shoot out the four wall guns, then push the concealed button. This briefly opens up a passage that will allow you to return to (9). Throw the force-field switch again. This time, take care not to step on the choke-point square in the middle of the area — this reactivates the force fields. Instead, ride up on one of the moving blocks that formerly concealed the wall guns, walk across and ride down the other block.

SARcorp: Level 2



SARCORP: LEVEL 3



VERNMENTS, YOU KNOW. WE INHERITED POWER AS THE FOUNDATIONS OF WORLD GOVERNMENT CRACKED WITH AGE AND FINALLY COLLAPSED. AFTER ALL, THERE REALLY IS NO SUCH THING AS A GOVERNMENT, ONLY PEOPLE. THOSE WHO HAVE POWER AND THE REST WHO SERVE THEM.

THE CORPORATE STATE IS THE NEW FOUNDATION OF SOCIETY. CHANGE IS COMING, MY BOY, A CHANGE LIKE NO ONE HAS EVER SEEN BEFORE.

WE HERE AT SARCORP ARE GOING TO BE A BIG PART OF THE NEW FUTURE. I'D LIKE TO THINK THAT WE'RE BOTH WORKING FOR THE SAME THING. I'D LIKE TO THINK WE CAN COUNT ON YOU FOR YOUR SUPPORT.

WHY DON'T YOU THINK ABOUT IT FOR AWHILE? PERHAPS WE CAN MAKE SOME SORT OF ARRANGEMENT.

(METABOTS ENTER)

IT'S ABOUT TIME YOU METAL-HEADS SHOWED UP! QUICK! BLAST HIM! BEFORE HE GETS AWAY!

When the fight is over, push the button in the room from which the Metabots appeared. Go across the room and through the open door to gather the items inside that room, and then push the button. Return to the opposite office and gather the items in the middle room, then push the button in the alcove in the room to your right.

13,14 Go back up to Level 4, take a right at the T-intersection, then turn left through the open door. The wall at the end of the hall will drop, leaving you in the middle of Stynx, Metabots and Drones at (13). From there, claim the powerful 60-point Armor at (14).

15 At (15), take the left-hand branch first and push the buttons in both rooms. Then, go to the other office and push the button there. Go down the hallway to a secret lab, where you can push a button that causes the pillar in the middle of the lab to disappear, revealing an Icon for the Painwave power. Claim the tapes in both offices.

16 The office suite at (16) is straightforward — push buttons in both offices, then claim tapes in both of the far offices.

17,18 At (17), enter the office to the left and push the button behind the desk. A secret room will open up, from which four Metabots will attack. In the secret room is a switch that opens a passage behind the desk, which leads to a tape.

10 At (10), you can get the security badge and press the hand switch that opens a concealed closet containing armor. Next, return to the rotunda.

11 Each of the four office suites conceals two separate caches, each of which includes one of Katt's diary tapes and other assorted goodies. The Suite at (11) is the most complicated.

Enter the office to your left and push the button in the room to your far left. Then, go to the other office and down the stairs, where a Stynx is waiting with a bogus offer.

STYNX: THE CORPORATIONS DIDN'T COME INTO POWER BY FORCIBLY TAKING IT FROM THE WORLD'S GOVERNMENTS, YOU KNOW. WE INHERITED POWER AS THE FOUNDATIONS OF WORLD GOVERNMENT CRACKED WITH AGE AND FINALLY COLLAPSED. AFTER ALL, THERE REALLY IS NO SUCH THING AS A GOVERNMENT, ONLY PEOPLE. THOSE WHO HAVE POWER AND THE REST WHO SERVE THEM.

THE CORPORATE STATE IS THE NEW FOUNDATION OF SOCIETY. CHANGE IS COMING, MY BOY, A CHANGE LIKE NO ONE HAS EVER SEEN BEFORE.

WE HERE AT SARCORP ARE GOING TO BE A BIG PART OF THE NEW FUTURE. I'D LIKE TO THINK THAT WE'RE BOTH WORKING FOR THE SAME THING. I'D LIKE TO THINK WE CAN COUNT ON YOU FOR YOUR SUPPORT.

WHY DON'T YOU THINK ABOUT IT FOR AWHILE? PERHAPS WE CAN MAKE SOME SORT OF ARRANGEMENT.

(METABOTS ENTER)

IT'S ABOUT TIME YOU METAL-HEADS SHOWED UP! QUICK! BLAST HIM! BEFORE HE GETS AWAY!

When the fight is over, push the button in the room from which the Metabots appeared. Go across the room and through the open door to gather the items inside that room, and then push the button. Return to the opposite office and gather the items in the middle room, then push the button in the alcove in the room to your right.

13,14 Go back up to Level 4, take a right at the T-intersection, then turn left through the open door. The wall at the end of the hall will drop, leaving you in the middle of Stynx, Metabots and Drones at (13). From there, claim the powerful 60-point Armor at (14).

15 At (15), take the left-hand branch first and push the buttons in both rooms. Then, go to the other office and push the button there. Go down the hallway to a secret lab, where you can push a button that causes the pillar in the middle of the lab to disappear, revealing an Icon for the Painwave power. Claim the tapes in both offices.

16 The office suite at (16) is straightforward — push buttons in both offices, then claim tapes in both of the far offices.

17,18 At (17), enter the office to the left and push the button behind the desk. A secret room will open up, from which four Metabots will attack. In the secret room is a switch that opens a passage behind the desk, which leads to a tape.

The other office belongs to Katt himself. Push the button behind the desk and go downstairs to (18). Claim everything there, then play the tapes. (Full tape transcriptions appear on pp. 101-104.)

19,20 Go to the elevator at (19) and ride it down. Follow the corridor down to the lab, and use the hand switch to open the way to a second lift that takes you to (20), where you can pick up the Infiltrator.

21,22 Return to the rotunda, and take the elevator down at (21). At (22) are three rooms containing two icons and one Fusion Gun. To drop the force fields, you have to throw the two switches on the panel across the room that do *not* correspond to the position of the room you want to enter, then go across to the room itself and throw the switch there. So, to enter the first room, you would have to throw the second and third switch on the panel, then the switch by the entrance to the room.

When you enter any of the three rooms (by crossing the line where the force field was), an immovable grate will descend in front of the panel, preventing you from getting to those switches again. Therefore, do not enter any of the three rooms until they're all open.

23,24,25 Go to (23) and throw the switch, then go to (24) and take the lift up to (25) and throw the switch.

26,27 Go back down the lift and up the lift at (26). Follow the hall to (27) and use the palm switch. Then, go back to (25) and push the button again.

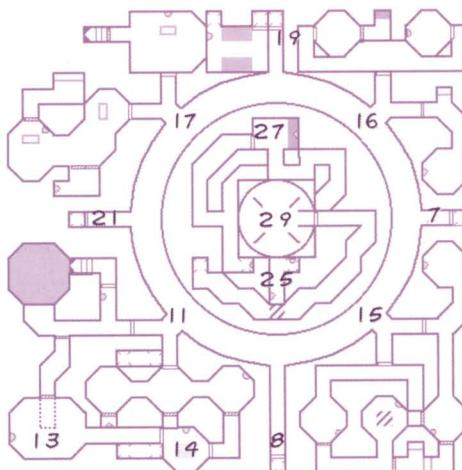
28,29 Now you can go to (28) and ride the lift up. Go to the building core at (29) and ride the big lift down.

30 When you get to the end of the first of the two large, connected rooms at (30), the Styx guards on the catwalks above will activate a damper field that prevents you from using your Darklight powers. Unless you're critically short on ammo for all your weapons, this should be a minimal annoyance.

31,32 Go into the bunker at (31) (watch out for the Styx ambush on the platforms inside) and push the button at the end of the hall. The button opens a secret door behind the bunker that leads to a lift to the catwalks above. Clear the catwalks of Styx and throw the switch (32) to turn off the anti-Darklight field. (Note that this is one of the very few switches in the game that will be green when you first see it, and red after you throw it.) Your first Icon Cloak is also here.

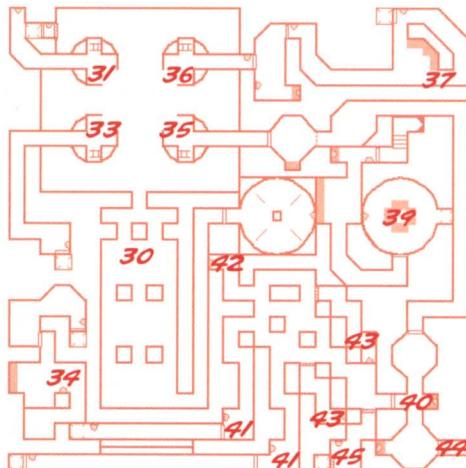
33,34 Enter the bunker at (33), take the lift at the end of the hall up, go through the empty rooms and take the next lift down to (34). You enter upon a tragic scene where three Gennos have broken out of their cage and slaughtered their Mung keepers. One of the dead Mung is still wearing his Retinal Mimic. Take the Retinal Mimic and return to (33).

SARCOP: LEVEL 4



SARCOP

SARCORP: LEVEL 1



35 The bunker at (35) takes you down the hall to a room holding two Metabots and a plasma rifle, both of which are in a sealed case. At this point, you can't open the case or get through the force field on the other side of the room, so don't waste your time trying.

36,37 Go through the Bunker at (36) and make your way to the large lab at (37), hitting all the switches along the way, including the palm scanner on the console in (37). Then, ride the lift up.

38,39 Go down the hall to the lift at (38) and take it down to (39), where you'll meet your first Sri-Feng.

SRI-FENG: I HAVE BEEN WATCHING YOU. WE OF THE SRI-FENG FIND YOUR PROGRESS WITH THE MARA-TACH-MANG. . . . INTERESTING. . . .

YES, I CAN SEE THE MANN-RA WITHIN YOU. THE NECROM DOES NOT HAVE THIS YOUNG FIRE. PERHAPS THAT IS WHY HE MOVES BEYOND OUR CONTROL.

BUT YOU. . . . I SENSE YOU HAVE COME FOR THE DAUM-MARA-GAAN. IT IS NOT FOR YOU. YOU MUST NOT BE ALLOWED TO CONTINUE.

Defeat the Sri-Feng, throw the wall switch to release the force field, and take the Damma-Cron.

40 Return to (35) and go down the hall, where you'll now find the force field down. Go down the hall to (40) and throw both switches, but don't throw the auto-destruct switch . . . yet.

41-43 Enter the dark maze and make your way to either of the doors marked (41). Throw the switch, then throw the switch at (42). This will open the route to one or the other of the halls marked (43). Go to the end of the hall and push the button. This will open one of the doors at (41) — your automap will tell you which one.

44 You don't have to blow up SARCorp to win the game, but it makes the end of the scene more exciting, and gives you access to some items you wouldn't otherwise find for awhile. The Auto-Destruct switch is at (44), and once it's thrown, you have seven minutes to get out of the building. Obviously, you should save your game immediately before initiating Auto Destruct. Right after throwing the switch, you'll hear a voice announce "Emergency weapons now available." This means the sealed weapons case on the way out to (35) is now open, and you can go back and claim the plasma rifle.

45,46 As you re-enter the dark area, you're ambushed from the secret room at (45). Push the button to open the secret door to the lift to take you to (46), where a Mung guards an Icon Incenera that you can use to give yourself the Nova power (see p. 00).

Once you've gathered your loot, the only remaining task is to go through whichever hallway past (41) is open, and fight your way up to one of the two exits on Level 3. There is no difference between the two escape routes, and nothing to be had in one that you can't find in the other. The building computer will count down the minutes remaining until the big bang. If you're caught inside when the reactor goes up, you are, obviously, dead.

100

CyberMage

Tape 1

Date: March 12, 2044

These disks are being made as an official record of events, should any harm befall me as it did my predecessor, the late Quavus Dukyyar.



I, Montradexter Katt, Director of Research for SARCorp, have uncovered the single greatest threat to our planet since the dawn of mankind. Anyone viewing the contents of these disks does so at risk of grave peril.

Nineteen years ago, a specially designed spacecraft was launched on a top secret mission, directed and funded by SARCorp. The ship was equipped with six neutronic robots type QVX-II, at that time the most sophisticated ever created. The purpose of this mission was to investigate an anomalous signal in deep space. This signal had been detected by an ultrawave sensor SARCorp was testing for use in long-range, interspatial communications technology.

The signal was unnatural in occurrence, repetition and pattern. After an extensive investigation, it was determined that the signal was not of terrestrial origin. This left but one possible explanation. The signal was a beacon deliberately generated by a non-terrestrial intelligence.

Tape 2

The mission to investigate the beacon was directed by the acting Director of Research, Quavus Dukyyar. Shortly after the return of the spacecraft, an explosion rocked the SARCorp complex, and the entire research team was killed, along with Quavus. The Plex reported the deaths as a tragic lab accident.

Although still a youth at the time, I was selected by the Supreme Director as the eventual successor to Quavus, and was groomed by SARCorp accordingly. Sixteen years would pass before I stumbled upon a secret journal recorded by Quavus, which led me to initiate my own undercover investigation of the mission. Over the following months, I began to piece together the parts of the puzzle. And discovered the real secret Quavus had died for.

First Contact with an Alien Intelligence had been made. SARCorp held exclusive knowledge of the encounter. And the Supreme Director of SARCorp was intent on keeping it that way. Quavus, on the other hand, wanted to make public his dramatic discovery of the alien civilization. SARCorp silenced him.

The loss of Quavus was a sacrifice the Supreme Director was willing to make for the advantage of being the sole contact with the aliens, the representative for all of planet Earth.

At that time, however, not even the Supreme Director himself suspected what the alien beings were planning.



101

SARCorp

Tape 3

I have uncovered a few details about the aliens and their civilization. They refer to themselves as the Sri-Feng. Their species has evolved, over a period of nine million years, from an extremely complex class of DNA. They are highly intelligent and perceptive, as would be expected of any species derived from such complex genetic patterns.

Their DNA shares some primitive sequence codes with certain species of life that have evolved on Earth. However, there is a remarkable sequence of DNA code that shares no pattern with anything found on Earth. This unique genetic code seems to give the Sri-Feng a sense, or faculty, unlike anything experienced by any form of life as we know it. This sense is a receptor and permutator for a type of energy we knew nothing about — a self-contained Psio-Kinetic charge, transparent to human perception. There is no word for this unique form of energy in our language, and the descriptions given by the Sri-Feng are vague, comprised of two related but contradictory terms. For simple classification I will call this energy the DarkLight phenomenon.

Tape 4

The Sri-Feng insist that the DarkLight energy permeates everything throughout the cosmos, and by definition they distinguish and recognize life itself as being any form of matter which acts as a conduit for this energy. They have indicated that we also are carriers and transformers of this DarkLight energy, but lack the necessary physical organs to perceive it directly.

While there is no specific organ in their bodies which would account for their ability to sense and manipulate the DarkLight, the Sri-Feng brain and nervous system nonetheless display unaccountable differences from our own. They can "see" the DarkLight, as we "see" by detecting photons with our eyes which our brains interpret as visual images. And they can "speak" it, as we "speak" with vocal chords, producing vibrating sound waves, which the receptors in our ears detect and our brains interpret as sound, that is, we "hear." These descriptions are meant as figurative examples only, as for the Sri-Feng, it is not a matter of "seeing" and "speaking." Rather, it is another type of sensory manipulation altogether. Since we do not possess this sense, we will likely remain forever blind to the existence of this mysterious force. It would be as if we attempted to visibly distinguish the color black while standing in absolute darkness. Or tried to hear the scent of a rose.

It is remarkable that this unknown energy is, in fact, the key to life and death as we know it. According to the Sri-Feng, this energy is the divine spark, the breath of life in all organic matter. What remains a mystery is why the Sri-Feng insist upon referring to this energy as two connected but contradicting forces. From our perspective, the contradicting forces cancel each other out and leave the net result of nothing at all.

Tape 5

The Supreme Director provided the Sri-Feng with a secluded facility, a base of operations here on Earth. The Director's plan was to keep the extraterrestrial origin of the Sri-Feng from becoming public knowledge. In this he succeeded, though the Sri-Feng themselves made little or no attempt to conceal themselves from those who chanced upon their remote facility.

In fact, the Sri-Feng welcomed any and all who came in contact with them. Most of those who ventured in never left. Those who did told tales of a new breed of Exotic. No word of aliens ever came to light.

In exchange for their accommodations, the Sri-Feng revealed knowledge about the DarkLight to anyone who would listen. The Supreme Director took a very personal interest. In retrospect, this appears to account for the sudden revival of mystical cults which grew in popularity during the last decade and which still thrive today, as well as the incredible tales of new prophets that spread at the time and today are generally dismissed as fiction.

Tape 6

Eight months ago, I discovered that SARCorp was not under human control, and had not been for some time. My first inkling came when it occurred to me that the Supreme Director had not been seen in person for quite some time, only through indirect memos purportedly sent by him on the SARCorpNet. On a hunch, I infiltrated one of the protected labs where he had been experimenting prior to his disappearance.

And I discovered something I was not prepared to find ... his corpse ...

Immersed within the stagnant fluids of a specially modified Bio-Gen Tube, the readouts were unmistakable. He was quite dead. Whether he experimented on himself and failed, or was the unsuspecting victim of some unknown plot, it nonetheless pointed to one inevitable conclusion. Someone else had been directing operations of the Company since the time of his demise.

A hiss outside the laboratory door alerted me to the presence of others. Silently slipping out of the chamber before I was discovered, I paused long enough to observe several of the Sri-Feng enter the lab. I was shocked at the thought that the Supreme Director had managed to conceal their existence within these walls, and wondered how long they had been here. Perhaps since the death of Quavus.

Shortly thereafter, I risked another visit to the laboratory tomb of the Director, only to discover that all traces of his body and his experiments had vanished. I wondered if perhaps my earlier escapade inside the lab had been detected. Determined to learn all I could, I said nothing to anyone and proceeded with my own clandestine investigation. I was not sure where the investigation would lead.

Now, there can be no doubt...

Tape 7

I have seen him...

The Supreme Director lives again ... an abomination of his own incredible experimentations. By the incomprehensible power of the DarkLight, he has risen from the dead. It is he that is called NeCrom. Once human, now a living cadaver bereft of soul.

I am beginning to understand how all the pieces fit together, and at the heart of it loom the Sri-Feng. Had they confronted Earth directly, we might have united against them. So they created a visible enemy, NeCrom, one of our own kind to engage and challenge us from within. While they, the real invaders, continue to infiltrate and wage their secret war from without.

The Sri-Feng are mortal. They can perish as all flesh. But their damnable DarkLight power makes them a foe whose ultimate capabilities remain far beyond our comprehension. It is imperative that I unlock the secrets of the DarkLight before it is too late.

The time has come for me to act.



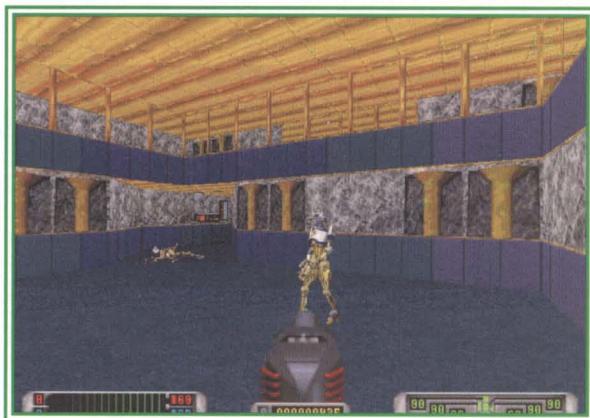
Tape 8

With the assistance of a few whom I most trust, we have successfully infiltrated the grid protecting the Sri-Feng Matrix, deep within the SARCorp Net. From the Matrix we hope to obtain the records and journals of the DarkLight experiments conducted by the Supreme Director. I have code-named our mission Black Sun.

The Supreme Director himself, the entity NeCrom, serves as living proof that it is possible for humans to gain some cognizance and control of the DarkLight. Acting with benefit of the Sri-Feng's knowledge, the Director had theorized that a crystalline membrane could serve as a conduit, a living neurolink with the DarkLight.

But the level of technology on Earth is at present insufficient to produce such a crystalline ventricle. Still, I saw such a crystal on the forehead of NeCrom, and it was clear to me that the Sri-Feng had created one. In addition to the crystal on the forehead of NeCrom, I have learned that a second crystal exists. It is my intention to pirate this second crystal from the Sri-Feng before they can make use of it.

If we are successful, we will attempt to reproduce the Supreme Director's experiments, and ourselves implant a prepared subject with the DarkLight crystal. Should we fail, then may the gods have mercy upon us all.



INTERLUDE: THE CITY

On your final visit to the city, you return to Liberty's. On the way, you discover that the final remnants of NeCrom's occupying force have consolidated themselves and are waiting for you in a group — a small army you must defeat. From Liberty's, Vanni sends you to talk to Pawn.

The Pawn tells you that mysterious "important friends" have made arrangements for you to keep your faithful aircar, and use it to escape the city. Pawn promises a "Sky Patrol escort" to take you somewhere safe. Before leaving, you return to Liberty's one last time, where "Vanni's Box" is at last presented to you.

At the agreed-upon rendezvous, you are dismayed but not surprised when your "escorts" turn on you and shoot your aircar out from under you. With nowhere else to turn, you resolve to seek out Katt's rebels in the savage DMZ.

Walkthrough

Note: All numbers here refer to the walkthrough maps for the City, Scene 3 (pp. 86 – 89).

15 Start out by returning to Liberty's (15), where Vanni sends you off to the Nex to talk to the Pawn.

VANNI: Mmmm, hi, loverboy. Vanni's been looking forward to keeping her promise all night. But it seems we have to postpone our little engagement for the moment. Pawn wants to see you right away. He says it's time to repay a debt. And we wouldn't want to keep the Pawn waiting, now would we.

Between Liberty's and the Nex (7) is a large force of over 25 Troopers, Metabots and aircars. When you fight your way through to the Nex, the Pawn tells you:

PAWN: SEEMS YOU HAVE SOME IMPORTANT FRIENDS THAT WANT ME TO GET YOU OUT OF THE CITY. YOU CAN KEEP THE SHIP WITH MY COMPLIMENTS. WHAT'S LEFT OF HER, ANYWAY. IVE MADE ALL THE NECESSARY ARRANGEMENTS. THERE'S AN AIR CONVOY WAITING TO ESCORT YOU INTO THE DMZ. UH, A SKY PATROL CONVOY. YOU LEAVE IMMEDIATELY. JUST SOUTH OF META STATION IS A SMALL LANDING AREA ABOVE THE ARENA TUNNEL. SOMEONE THERE WILL OPEN THE AIR ACCESS FOR YOU. FROM THERE IT'LL BE, UH, PIZZA PIE.

Before carrying out the Pawn's orders, take the time to go back to Liberty's (15) one more time. Vanni's gone, but a co-operative co-worker will at last reveal the secret of the "little box."

NOXIE: YOU COME BACK TO SEE VANNI AGAIN? THAT'S FUNNY, SHE LEFT RIGHT AFTER YOU DID. SAID SHE HAD SOME BUSINESS TO TAKE CARE OF. STRANGE, THOUGH SHE CLEARED OUT ALL OF HER STUFF.

HER ROOM IS IN THE BACK. MAYBE SHE LEFT YOU A NOTE OR SOMETHING.

19 She leads you back to Vanni's room, where the "little box" itself is waiting (19). It turns out to contain some cash, one random piece of 90-point armor, an Icon +25 Mann-Ra, and sometimes a random extra Icon as well. (Save before getting the box – if you don't like the goodies the first time, you can reload the game and try again.)

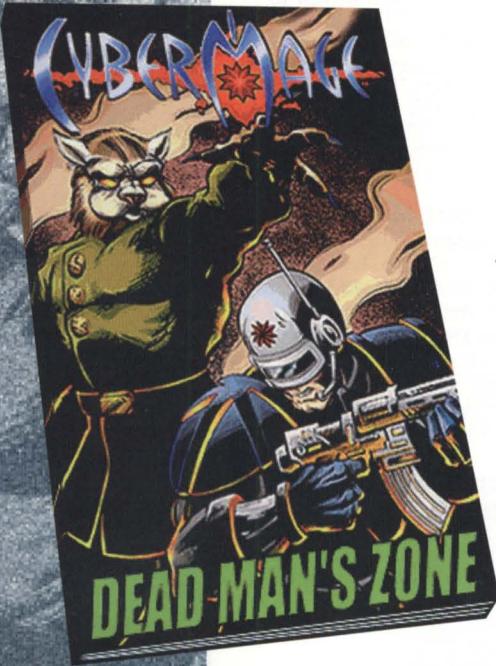
20 Board your aircar and make your way to the rendezvous point at (20), where two aircars are waiting for you. If you let them follow you through the door, you'll be jumped by two more aircars inside and get caught in a four-way crossfire. To avoid this, simply open fire on your first two "escorts" before the door opens. You'll have to face a total of six enemy aircars in three waves of two each.

21,22 Once the skies are clear, make your way to the lift at (21), which takes you to the DMZ Entrance at (22). You can return to the City to visit the Hospital or the shops before moving on to the next scene, if you need to.

Important Note: Make sure and spend *all* your money before you enter the DMZ. For the rest of the game, you won't have any need for your money, or any way to use your money. So use it up now on useful gear. Try to be carrying the following, at a minimum, when you enter the DMZ: about a dozen Regen Packs, 20 Armorseals, and full magazines for all your weapons.



SCENE 6: Dead Man's Zone



AS YOU ENTER THE BLASTED LANDSCAPE OF THE DEAD MAN'S ZONE, YOU HEAR THE DOOR TO CIVILIZATION CRASH SHUT BEHIND YOU...

... Your first major obstacle is a heavily defended high point jointly occupied by NeCrom's Troopers and the shambling abominations called "Gang X."

Once past the first hill, you again encounter the Rebel Lance, who directs you to Katt's main camp. Fighting your way through enemies on foot and in tanks, you come upon the camp just in time to aid its defense against an armored assault.

After the battle, you're finally brought face to face with M. Katt, who tells you of his plan for destroying NeCrom with the Damma-Cron. Using a secret, underground Rebel route, you set out on your mission.

You come to an underground fortress blasted out of the rock by NeCrom's forces. An abandoned tank helps you take out the heavy turret guns surrounding the perimeter. You clear out the tunnels of the fortress, finally coming upon the hidden garage of a second tank. You drive off down a rocky mountain path, under heavy fire from snipers and gun emplacements. When both of your faithful tanks are finally destroyed, you have to fight on afoot. At last, you come to the ruins of a pre-war town, huddling against the walls of yet another mighty fortress.

Finding a way into the fort, you are faced with the hovering figure of NeCrom himself. You unleash the Damma-Cron against him, but the effect is less than you'd hoped. NeCrom flees the field of battle, shaken but still very much alive.



You fight your way to the very highest tower of the fort, where you find the switch that opens the fortress doors and allows Katt's Rebels to sweep in and take the fortress. With M. Katt at your side, you and the Rebels liberate the final cache of NeCrom's supplies.

Katt tells you that you must seek NeCrom in his own lair, which lies somewhere deep in the toxic Unholy Zone — a place only you, with your Darklight powers, can hope to survive. You set out through the crumbling ruins of an ancient subway tunnel on your way to the heart of your enemy's power.

Tactics

There are only two enemies in this scene, the familiar Troopers, and Gang X. The biggest threat from Gang X is that they might strip an armor location away with a grenade. Their fusion guns are also capable of doing serious damage. On the upside, they're rather slow and they're not good at coordinating their attacks.

The serious threat in this scene comes from tanks and turret guns. You'll have to face several tanks on foot. Your best weapons against tanks are rocket guns and grenades, while rocket guns and your good old blast rifle work best against turrets. Try to come up on a turret from behind, and squeeze off as many shots as you can before it swivels around and targets you. Always try to take on a turret from a corner or other sheltered area — sometimes, you get lucky and find a "sweet spot" where you can blast it, but it can't blast you.

This is the first scene where resource management becomes extremely critical. Frustratingly, because of all the heavy artillery in the first half of the scene, it's also the scene with one of the heaviest drains of ammo, Regen and Armorseal. There's lots of ammo to be found around the levels, and the supply of Regen is adequate, but Armorseal is a precious commodity. Use as little as possible without letting any armor locations get completely destroyed.

New and Unique Items and Powers

Starbolt Power at (23)

Damma-Cron Power at (23)

Walkthrough

1 Your DMZ adventure starts out with a real bang, as you have to take the hill at (1) while under heavy fire from the two turrets at the top. Expect to take some serious damage on your way up. Once on the top of the hill, concentrate your fire on the turrets. Try to maneuver so that the enemies are between you and the turrets — let the enemy's own artillery do your job for you.

2, 3 Once the hill is yours, climb down to (2) and then climb up the ladder, where a button will open the door to the watchtower. At the top of the tower is a switch that will open the heavy gates on the top of the hill.

As you make your way down the pass beyond the gate, you run into Lance (3), who gives you directions to Katt's headquarters.

LANCE: HEY! IT'S ME, LANCE! RUN INTO ANY TROUBLE? I'VE BEEN WAITING FOR YOU.

BY THE WAY, I NEVER REALLY HAD A CHANCE TO THANK YOU. LANA AND I, WELL WE APPRECIATE WHAT YOU DID FOR US.

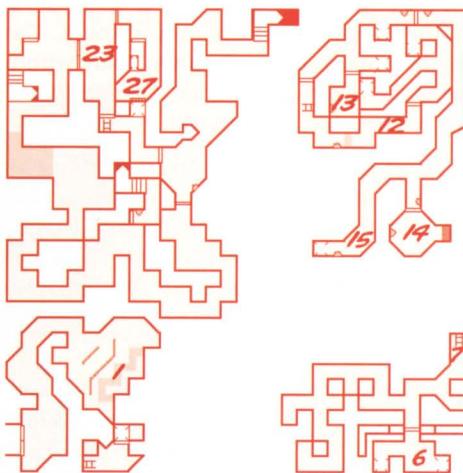
NECROM'S MEN ARE PLANNING SOMETHING BIG. HEAD FOR THE OUTPOST. STAY TO THE RIGHT. KEEP YOUR EYE OUT FOR A HIGH PASS THROUGH THE MOUNTAINS. YOU CAN FOLLOW IT TO THE FORT.

I'M GOING BACK TO THE CITY TO MAKE SURE LANA'S OK.

4, 5 The way to the headquarters is through a gap in the ledge at (4). When you get to the camp at (5), however, you find it under heavy attack by NeCrom's forces, which include three tanks. You have to wade in as quickly as possible with rockets and grenades to save the day.



DEAD MAN'S ZONE: LEVEL 1



When the battle is over, enter the fortress and take the lift down. You're met by a Rebel who lets you know whether your efforts were enough to save the day. Either way, he ends up with this summation:

REBEL: NECROM'S MEN WILL BE BACK SOON. AND WHEN THEY RETURN, THERE WON'T BE ANY STOPPING THEM. KATT'S GIVEN THE ORDER TO ABANDON THE OUTPOST, BUT WE CAN'T RUN FOREVER.

6 A short distance beyond (6) you at last come face-to-muzzle with M. Katt himself, who formally welcomes you to the Resistance.

M. KATT: IT'S GOOD TO SEE YOU. WHEN I HEARD YOU HAD VOLUNTEERED FOR THE MISSION AT SARCORP TO FIND THE DAMMA-CRON, I WAS AFRAID IT WOULD PROVE TOO DANGEROUS. I'M PLEASED TO SEE I WAS WRONG.

THE DAMMA-CRON IS A SPECIAL NEUTRALIZER FOR THE DARKLIGHT. THE SRI-FENG BUILT IT WITH ONE PURPOSE IN MIND, TO DESTROY YOU! INSTEAD, THEY'VE CREATED THE ONE WEAPON THAT CAN DEFEAT NECROM.

NECROM AND HIS MEN ARE POSITIONED IN A BASE NORTH OF HERE. IN THE RUINS OF AN OLD TOWN ABANDONED SINCE THE UNHOLY WARS. FROM THERE, THEY'VE BEEN SUPPLYING THE INVASION OF THE CITY. THE BASE IS TOO WELL-FORTIFIED FOR US TO LAUNCH A MASSIVE ATTACK. BUT WHERE AN ARMY WOULD FAIL, ONE MAN MIGHT SUCCEED. I'M HOPING YOU ARE THAT ONE MAN.

THE OLD HIGHWAY ROUTE IS LITTLE MORE THAN RUBBLE, BUT YOU SHOULD BE ABLE TO FOLLOW IT THROUGH THE MOUNTAINS. ONCE YOU FIND NECROM, ACTIVATE THE DAMMA-CRON. IT SHOULD RENDER HIS DARKLIGHT CRYSTAL POWERLESS. THE DAMMA-CRON MIGHT NOT BE POWERFUL ENOUGH TO STOP THE SRI-FENG, BUT THEIR FEAR OF IT COULD PROVE SUFFICIENT TO SEND THEM SCURRYING BACK TO THEIR OWN WORLD. IF ALL GOES AS PLANNED, MY MEN AND I WILL MOVE IN AND SECURE THE BASE. REMEMBER, I'M COUNTING ON YOU TO STOP HIM.

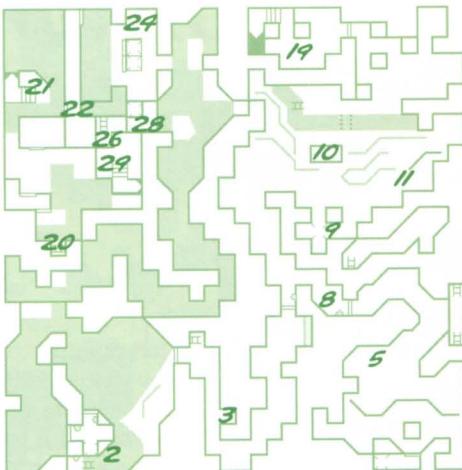
WE ALL ARE, CYBERMAGE.

Katt is standing on a lift that rises when he finishes his speech. While he's talking, get on the lift with him and ride up to the top of the walls — there's some ammo and other goodies up there that you're welcome to have, but this is your only chance to claim them. Once you've gathered the stuff from the top of the walls, jump down and go back into the fortress, and gather up the armor, ammo, Regen and Darklight Icons laid out down there for your benefit.

7,8 Leave the fortress through the caves at (7). If you can't see the ladders in the dark corners, check your Automap. You'll come out at (8). From this side, you can open the two gates leading to the mountain pass and the Rebel camp.

9,10 At (9) are two tanks, one unfriendly and one abandoned. Use the abandoned tank to take out the two *extremely* heavy turret guns at (10), and then as many as you can of the three turrets on the other side of the trench. Your tank probably won't last all the way through the final turret, but if it does, park it in a sheltered spot — it will be useful later.

DEAD MAN'S ZONE: LEVEL 2



11,12 There's a trench full of Gang X at (11). Clean out that trench and you'll find the key that will get you into the fort. Then jump down into the trench at (12) and clean out the troopers. Don't raise the bridge yet.

13,14 Inside, you'll be ambushed from (13). Going all the way down the tunnel to (14), you'll find the Coder Globe and another empty tank. Arriving at (14) will also trigger some reinforcements out by (13). Drive the tank out to the trench, park it on the bridge, and then raise it.

15 At (15) is a tank lift. It comes out near the spot where you found the first empty tank. If that tank survived the turrets, you'll be able to use the lift to get it over to the other side of the trench.

16 - 18 Take the Coder Globe to (13) and install it in the wall socket to activate the lifts to the watchtowers. All the watchtowers have some goodies at the top. In addition, (15) offers you access to the Gang X snipers on the ledges, and (16) puts you a pair of tricky jumps away from a cache of goodies at (17). Note that there's a sniper above (17) who's completely inaccessible. Don't worry about collecting his Mara — just blast him. The tower at (18) has a lever that will raise the door in the side of the cliff.

19 Get in the tank and drive through the cave at (19). You face a long mountain pass featuring an ambush, six tanks and two turrets. It's doubtful that your tank will survive all the way to the ghost town, but make it last as long as you can. If your first tank still survives, you can go back and get it if you need it. Note that there's no way to get to the ambushers at the head of the pass. Again, don't worry about their Mara, just blast 'em.

20 (Optional) Once you get to the ghost town, make the jump to (20) and climb up the ladder, where you'll find a cache of armor, Regen and weapons.

21,22,23 Climb up to (21) and jump across, then go through the old door to (22). Around the corner at (23), you'll encounter NeCrom himself, hovering before you.

NECROM: I SEE THAT MY PLAN HAS WORKED. I KNEW THAT IT WOULD. YOUR PUNY MORTAL MIND IS NO MATCH FOR ME. IT WAS ONLY A MATTER OF TIME BEFORE MY MEN FLUSHED YOU OUT. AS THE MOTH IS DRAWN TO THE FLAME, I HAVE BROUGHT YOU TO ME.

TO YOUR CREDIT, ONLY YOU STAND TO CHALLENGE ME. ALL THE REST ARE COWARDS, WHILE YOU, ON THE OTHER HAND, ARE MERELY A FOOL. DON'T YOU REALIZE I AM INVINCIBLE?

I AM NECROM!

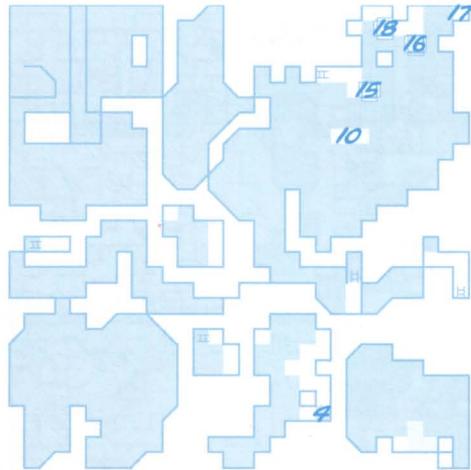
Use your Jump Jet (forgot all about it, didn't you?) to get up to NeCrom's level, then select the Damma-Cron from your Items Menu and hit the space bar. You and NeCrom will both take damage, but NeCrom will be a big baby about it.

NECROM: ARRRGGHHH!!!

WHAT'S THIS?! SOME NEW WEAPON?!! I HAD NOT ANTICIPATED THIS! I SENSE THE SRI-FENG HAVE PLAYED A HAND IN THIS.



DEAD MAN'S ZONE: LEVEL 3



VERY WELL. YOU MAY HAVE WON THE DAY, BUT THE WAR IS NOT YET OVER! MY MEN WILL SERVE TO KEEP YOU BUSY WHILE I RETREAT FOR THE MOMENT.

THE NEXT TIME WE MEET WILL BRING YOUR DOOM, CYBERMAGE!

NeCrom runs away, leaving you to cope with a crowd of tanks and a couple of turret guns. You'll discover that you now have the Psifire power and can use the Damma-Cron to project a unique power all its own (see p. 00).

24,25 Fight your way around the corner and up the lifts to (24), and then clear the area, including the two turrets. Use the lifts' shells for cover.

Then, take the lift up again to (25), where you'll find the switch that opens the gates and lets Katt's Rebels into the area.

26 At (26), you'll find Katt himself, with a final message.

KATT: DAMN! NECROM MUST HAVE A HIDDEN LAIR IN THE MOUNTAINS. I SHOULD HAVE SUSPECTED AS MUCH. THE DAMMA-CRON MUST HAVE OVERLOADED. IT WAS SUPPOSED TO DESTROY HIM. NOW HELL BE PREPARED FOR US.

AT LEAST WE'VE TAKEN CONTROL OF THE BASE. THAT SHOULD PUT A STOP TO HIS PLANS FOR THE MOMENT. STILL, THIS DOESN'T LOOK GOOD.

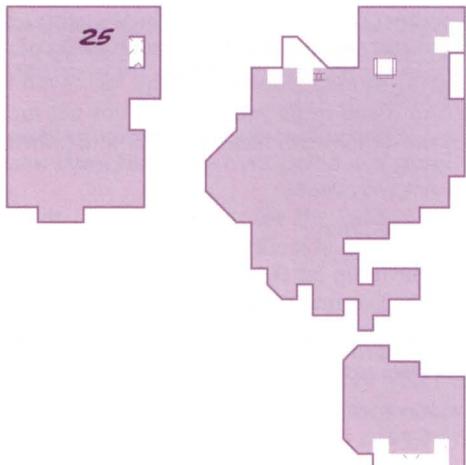
BEYOND THESE MOUNTAINS LIES THE UNHOLY ZONE. THAT'S WHERE THE SECRET SRI-FENG FACILITY USED TO BE LOCATED. MY MEN AND I CAN'T GO INTO THE UNHOLY ZONE. THE RISK OF INFECTION FROM DEADLY VIROTOXINS IS TOO GREAT. BUT NEITHER NECROM NOR THE SRI-FENG SEEM AFFECTED BY IT. I RECALL THAT THE SUPREME DIRECTOR MADE NOTES ABOUT SOME SURVIVORS WHO WERE TAKEN IN BY THE SRI-FENG. THE DARKLIGHT MUST GIVE THEM A KIND OF IMMUNITY. IT SHOULD PROTECT YOU AS WELL.

I WISH I COULD BE MORE ASSURING, BUT YOU ARE THE ONLY ONE WHO CAN FOLLOW NECROM. BELOW THIS TOWN ARE THE OLD SUBWAY TUNNELS. THEY LEAD DIRECTLY UNDERNEATH THE MOUNTAINS, INTO THE HEART OF THE UNHOLY ZONE. STAY ON THE TRACKS. THERE'S NO TELLING WHAT MIGHT BE DOWN THERE.

27,28 After Katt finishes speaking, use your body to "herd" him down the ladder and to (27), where his presence triggers a secret lift leading to a cache (28) of heavy blaster ammo, the best suit of armor yet, and two Icons (+25 Mann-Ra and +25 Life).

29 Once you've claimed this final prize, you can go to (29), down the stairs and into the Tunnels.

DEAD MAN'S ZONE: LEVEL 4



110

CyberMage

SCENE 7: The Tunnels

SOON AFTER ENTERING THE ROTTING SUBWAY TUNNELS, YOUR PROGRESS IS HALTED BY AN IMPASSABLE CAVE-IN...

... But, you discover another way onward, through natural caverns infested with Gennos and other genetic vermin. You explore the vast caves, leaping blindly from high ledge to high ledge, scrambling over a treacherous swinging bridge, probing winding tunnels and even wading an underground river. At last, you re-discover the remains of the subway.

At the end of the subway tunnels, you discover a vast cavern inhabited by a weird colony of "wild" Mung, led by sorcerous Darklight adepts. By opening a path between the Mung and a cavern occupied by a tribe of savage Gennos, you create chaos and turn your enemies against one another.

Escaping the Mung cavern, you find yourself in an eerie crypt, occupied by the silent horrors you know as Ghoulies. Beyond that eldritch pit, you at last find the stairway up to NeCrom's mysterious facility in the Unholy Zone.

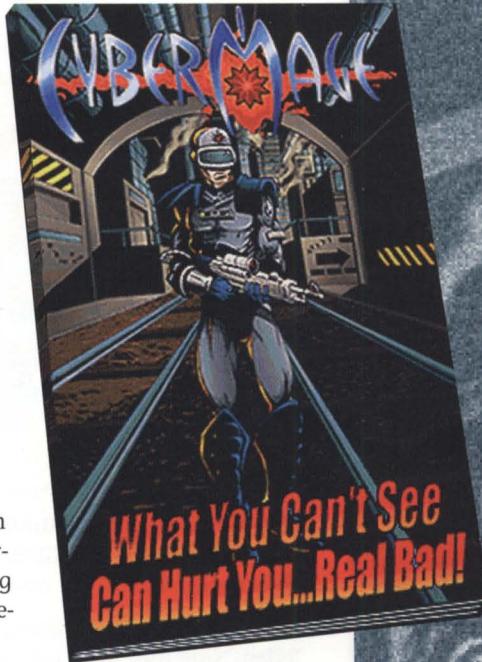
Tactics

This scene introduces two new creatures — the flying, laser-projecting Dragonbats and the insectoid Hellspiders. Hellspiders are tough, but only really dangerous in large groups. Single Hellbugs can usually be taken down as they approach.

The Dragonbats — the only enemies in the game with true flight capabilities — are not nearly so tough, but are probably more dangerous. They're certainly more frustrating, due to their ability to come at you from literally any angle of attack. Learn to listen for their distinctive call, and when you hear it, look up — particularly in open areas. Try to keep your back to a nice, high wall.

The biggest single challenge in the scene is the single, giant Hellbug. As always with ultra-tough enemies, be prepared to soften it up with a barrage of Electroscisms or other potent, tightly focused spells. Then finish it up, if need be, with firearms.

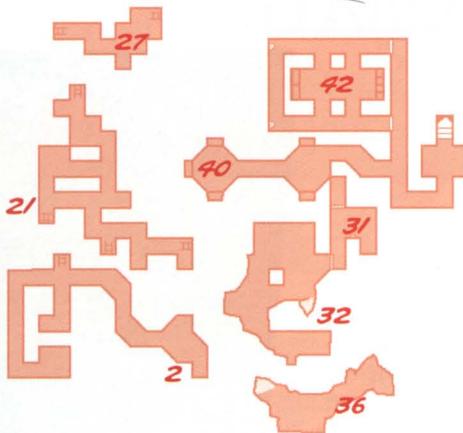
The Gennos and Ghoulies in the scene are pretty typical, but watch out for the Sluggs. These are much, *much* faster and tougher than the ones you met back in the Labs, and they can do serious damage, particularly when they gang up on you.



The Tunnels



THE TUNNELS: LEVEL 1



Walkthrough

1,2,3 From the entrance, go to (1) and down the shaft to Level 1, then go get the Electronic Key at (2). Go back up the ladder and open the door at (3), and climb up the ladder there to the caves.

4 From (4), work your way around the cavern wall, leaping over any gaps in the ledge. Note that there are several places where you'll have to actually jump *across* the Tunnel. For now, leave the Gennos prowling below unmolested — they'll come in handy later (heh, heh).

5 **BUG!** At (5) you'll have to go across an unsteady swinging bridge. If you look down from the bridge, you'll see a ledge below you with a Darklight Icon visible on it. Due to a bug, this ledge cannot be reached — don't waste your time on it.

6,7 Eventually, you'll make your way on the ledges all the way around to (6). Along the way, you will see several useful items below you on lower ledges. For now, leave them alone (you'll have a chance to come back to them later). From (6), you can climb up to (7) on Level 4.

8 **Optional.** There are numerous items and monsters to be found in this labyrinth — notably the winding stairway that leads down to a rich horde at (8). Note that a fearsome giant Hellspider, many times tougher than normal Hellbugs, usually lurks somewhere around this end of the maze.

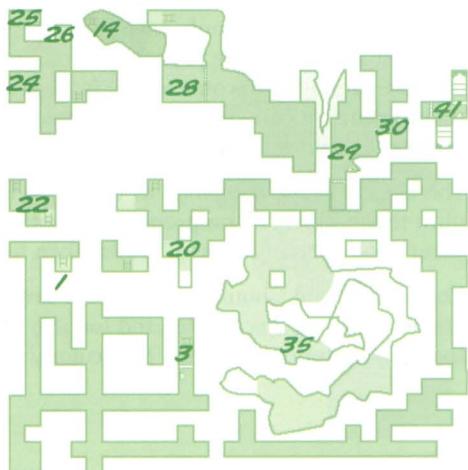
9 Ultimately, however, the only tunnel you're really interested in is the upper branch of the passage at (9).

The most dangerous area of the Tunnels is the wild Mung colony. Watch out for the Lunelight-casting leaders on the upper ledges. Don't be caught out in the center of the cavern, where you can be hit simultaneously by multiple Lunalights from several Mung. Either keep to the sheltered corners of the Mung cavern, or move at full speed from one side to the other, moving too fast for the Mung to zero in on you.

New Or Unique Items and Powers

Lunelight power at (29)

THE TUNNELS: LEVEL 2



THE TUNNELS: LEVEL 3

10 Optional. Jump down the shaft at (10) to get to the underground river on Level 3. There's nothing here that you must do to finish the game, but there's lots of monsters to hunt and many useful items to collect.

11-13 Optional. There are especially rich treasure caves at (11) and (12). Be careful crossing the river at (13). There's some good scavenging in the alcove on the opposite side, but in the middle of the river five Hellspiders will surface and attack you all at once. This is a deadly battle because the enemies appear all around you from out of nowhere. Make sure that your Health and Armor are at maximum, and save your game before approaching this area.

14,15,16,17,18 Optional. At the end of the river is a waterfall leading to the Level 2 pool at (14). There, you'll be subjected to another assault by submarine Hellbugs, and one badly lost Ghoulie. Once you've cleared the pool, climb up the ladder to the large cave at (15).

In (15), jump over the pool and go up the ramp at (16) to Level 4. Jump over the river again and go down into the pit at (17). This will take you to a stairway that brings you back to the cavern-maze at (18). Be sure to collect the goodies along the way.

19,20 Go back to (9), but this time go on past (10), to the shaft at (19). Jump down it and you're once again in the ancient subway. Follow the tracks all the way around to (20). Beyond this point there are a lot of halls and chambers to explore on several levels, with plenty of useful items and guardian creatures. This walkthrough will provide the most direct route, through.

21,22,23 Jump down the shaft at (20) and climb up the ladder at (21). Climb up the ladder to (22), then up the next ladder on the other side of the room to (23).

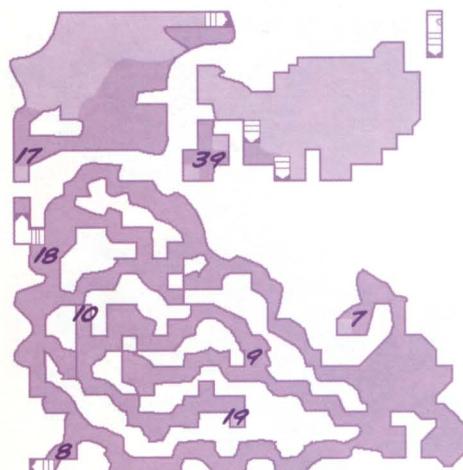
24-26,27 From (23), drop down the shaft to (24). Push the button at (25) and jump down the shaft at (26). Cross the room at (27) and climb up the ladder there.

28 You are now on the outskirts of the Wild Mung cavern. There's a platoon of Mung waiting to rush you at (28), and another camped around (29), plus the Lunelight-powered leaders up on the ledges above. If you want, you can laboriously fight your way through every last Mung, claiming every bit of Mara for yourself — but expect a long and grueling battle with little long-term payoff.

29,30,31 You do, however, have a much more entertaining option. Use your Icon Cloak or Icon Protect to make yourself invisible or invulnerable, and dash across to the button at (29), then to the button at (30). Next, run through the door at (29) and down the ramp, then press the button at (31). You have now opened a passage exposing the Mung to a tribe of truculent Gennos (if you left them alone earlier).



THE TUNNELS: LEVEL 4



let at least one of the energy spheres touch you so that you can add that power to your others.) Next, claim the rich horde of Darklight Icons concealed at (37). From there, make your way around the ledges until you reach (38). You can then climb up to (39) and drop down the shaft opposite the one you climbed up through.

40 You fall into a strange crypt guarded by Ghoulies (40). Across the crypt are the stairs leading to your destination.

41,42 Optional. Push the button at (41) to reveal a key stored in a hidden compartment. The key will let you through the iron doors to (42), where Ghoulies and Hellspiders guard their treasure — an Icon +25 Mann-Ra, and an Icon +25 Life.

Now all that remains is to climb all the way up the stairs to the next scene.

32,33 Jump up to the ledge at (32) and jump up again to (33). Then, just perch on the upper ledges while the Gennos and Mung deal with each other below.

34,35,36 Once things start to quiet down, you can claim the goodies you left behind on your first trip through the area, like the Darklight Icons visible from (34) and the two caches visible on the Level 2 ledges near (35). You can also jump down and finish off the Gennos back at (36), near the point at which you entered the caves.

37,38,39 You'll have to eventually go back to the Mung caverns and clear out the powered Mung on the high ledges. (And although it's generally good policy to avoid Lunalights entirely, make sure and



SCENE 8: The Gardens

YOU EXIT THE TUNNELS INTO THE DARK AND OUTRE GARDENS SURROUNDING NECROM'S TEMPLE-LIKE STRONGHOLD IN THE UNHOLY ZONE...

... You battle your way through the twisted creatures that haunt the forest, up to a columned portico guarded by Cultists in the service of NeCrom. You disrupt the guardians by unleashing a horrible mutant Hellspider among them, allowing you to seize the giant jewel that gives you access to the outer courtyard of the temple. There, you face a Psimaster (one of NeCrom's most powerful servants) as you gather the keys you need to open the way to the inner courtyard.

In an underground chamber, you come upon the Darklight Icon of Wings, which gives you the power of flight. You use your new power to overcome NeCrom's servants in the courtyard, including Troopers, Culties, the fearsome Legion of Doom and another Psimaster.

When your enemies are all defeated, you fly into the secret door chamber of the forbidding temple. You must surrender your Icon of Wings to gain admittance into that feared edifice.



Tactics

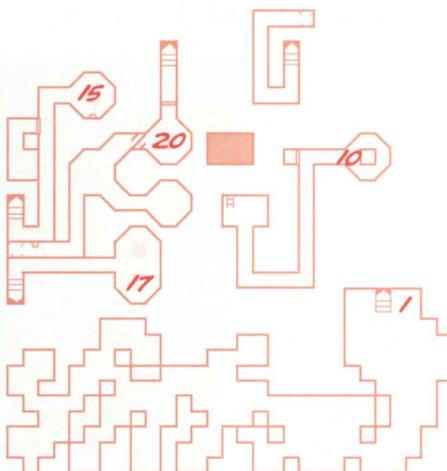
The first part of the Scene is all Dragonbats and Hellspiders. The Hellspiders are treated just as they were in the Tunnels, but the Dragonbats are much more dangerous, due to their ability to swoop down on you from above the trees in any direction. When Dragonbats are in the area, look up and try to keep your back to something.

Culties are actually pretty easy to deal with. They're not tough or fast, and you can usually get them before they get a shot off at you. The two Psimaster wizards, however, are much tougher. Just dodge their spells and try to keep pounding them as continuously as possible. If you haven't already picked up Prisma from your Icon Spectral, or Nova from your Icon Incenera (see p. 11), don't dodge the Psimasters *too* well. If they tag you with one of these spells, you'll gain it for your own.

These Legion of Doom guards are just like the one you faced back at Metacop Station, but your relative power levels are much more evenly matched now. There's an awful lot of rocket gun ammo, heavy blaster ammo and grenades scattered around the inner courtyard. (You might want to take that as a hint when it comes to dealing with Legion of Doom guards.)

This scene also presents you with your first fight against a Spectre. There are no tricks to fighting a Spectre — just try to hit it with more spells than it can hit you with, and try to dodge the spells it does get off.

THE GARDENS: LEVEL 1



ER. SHE IS TO ME AS MANG IS TO MARA. AS DARK IS TO LIGHT. WE ARE BONDED TOGETHER, SISTERS OF THE MARA-TACH-MANG.

AS I AM THE LIGHT WHICH SURROUNDS YOU, SHE IS THE DARKNESS WHICH ENVELOPES NECROM. AND SHE CRAVES THE DARKLIGHT CRYSTAL UPON YOUR BROW. IT IS THE MEANS FOR HER TO DESTROY THE BOND BETWEEN US. TO DO SO WOULD BE DARKNESS UNLEASHED!

YOU CANNOT DESTROY HER, AS THE DARKLIGHT CANNOT HARM ME. BUT YOU MUST NOT LET HER DESTROY YOU. BEWARE HER POWER. SHE WILL TRY TO ENTICE YOU. BUT YOU MUST NOT LISTEN TO THE VOICE OF DARKNESS. REMEMBER, IT IS THE DARKLIGHT CRYSTAL SHE COVETS.

2,3 Go up the stairs and push the button at (2), then go to the stairs at (3).

4,5 Next to the stairs at (4) is a button that releases the super-Hellspider at (5). The Hellspider will rapidly clear out any Culties left on the second-level portico. Make sure and go back down to gather the goodies stored in its lair.

6,7 Walk to the alcove at (6), which will open the secret doors that hide (7). Kill the Culties that were hiding behind the doors — one of them is carrying the giant jewel called the Demon's Eye.

8,9,10 **Optional:** Hit the button at (7) and run around the corner to (8), where a lift will take you down to the secret hallway leading to (9). Jump down at (9) and follow the hallway back to (10), where a full suit of high-power armor is waiting to be taken.

11 Now, return to (6) and use the Demon's Eye on the bas-relief carving to open the gates to the outer gardens at (11).

New Or Unique Items and Powers

Icon Wings at (22).

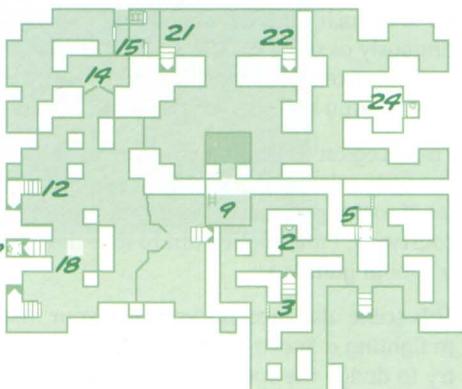
Walkthrough

1 Make your way through the forest to (1), killing the Dragonbats and Hellspiders that accost you and gathering the Darklight Icons that lie scattered about. Before you get to the stairs, however, the Earthmother appears to you and delivers a message.

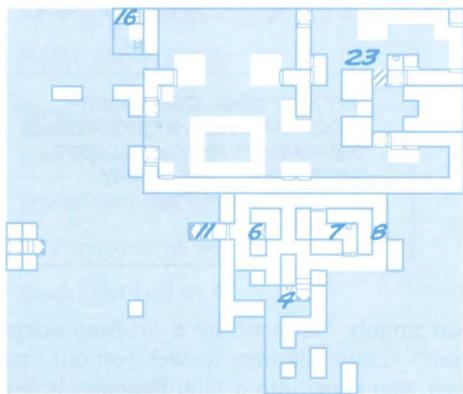
EARTHMOTHER: I HAVE COME TO WARN YOU.

I AM EARTHMOTHER, DAUGHTER OF THE DARKLIGHT. BUT THERE IS ANOTHER

THE GARDENS: LEVEL 2



THE GARDENS: LEVEL 3



12,13,14 Go down the stairs at (12) and get the skeleton key at (13). Use it to open the gates at (14).

15,16 Be careful as you enter the outbuilding at (15), as it's guarded by a Spectre. Defeat the evil spirit and climb up to take the skull at (16).

17 Go down the stairs in the lower left-hand corner of the Gardens to (17), and put the skull on one of the altars there. This will allow you to get the Bag of Dust from the altar.

18,19 Come up the stairs and throw the dust on the altar at (18). Go up the stairs to (19), get the Bloodstone

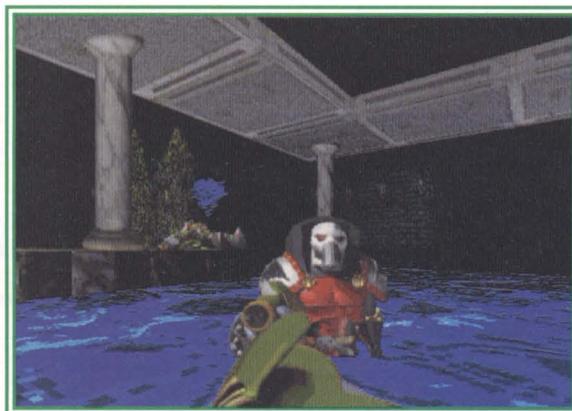
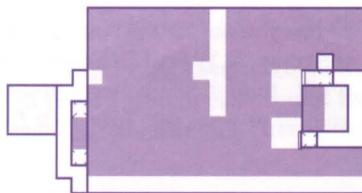
from the Psimaster guardian, enter the nearby door, and take the lift down.

20 Go to (20) and take the Icon Wings. Make sure you've got everything you want from the outer Gardens first — once you take the Icon Wings, the entrance seals and the only way out is to go further in. Activate your new Icon (select it from the Item Menu) and fly up the stairs.

21,22 You enter the inner courtyard at (21). At (22) is a tunnel that will take you down to a lift, which takes you up to the ledges (or just use your icon to fly there). The heavily guarded inner courtyard is sort of an arsenal for NeCrom's forces, and there's lots of extra ammo lying around everywhere (so don't hesitate to use your heavy weapons).

23,24 Eventually, when the area is cleared, you want to fly through the Psimaster-guarded moving block at (23), and into the entryway to the temple at (24). Claim the goodies stored on the high ledge in the entryway, then fly down and surrender your Icon Wings on the altar. This will advance you to the next scene.

THE GARDENS: LEVEL 4



12,13,14 Go down the stairs at (12) and get the skeleton key at (13). Use it to open the gates at (14).

15,16 Be careful as you enter the outbuilding at (15), as it's guarded by a Spectre. Defeat the evil spirit and climb up to take the skull at (16).

17 Go down the stairs in the lower left-hand corner of the Gardens to (17), and put the skull on one of the altars there. This will allow you to get the Bag of Dust from the altar.

18,19 Come up the stairs and throw the dust on the altar at (18). Go up the stairs to (19), get the Bloodstone

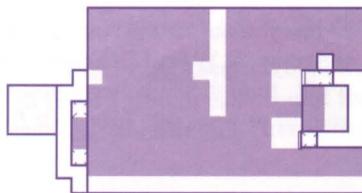
from the Psimaster guardian, enter the nearby door, and take the lift down.

20 Go to (20) and take the Icon Wings. Make sure you've got everything you want from the outer Gardens first — once you take the Icon Wings, the entrance seals and the only way out is to go further in. Activate your new Icon (select it from the Item Menu) and fly up the stairs.

21,22 You enter the inner courtyard at (21). At (22) is a tunnel that will take you down to a lift, which takes you up to the ledges (or just use your icon to fly there). The heavily guarded inner courtyard is sort of an arsenal for NeCrom's forces, and there's lots of extra ammo lying around everywhere (so don't hesitate to use your heavy weapons).

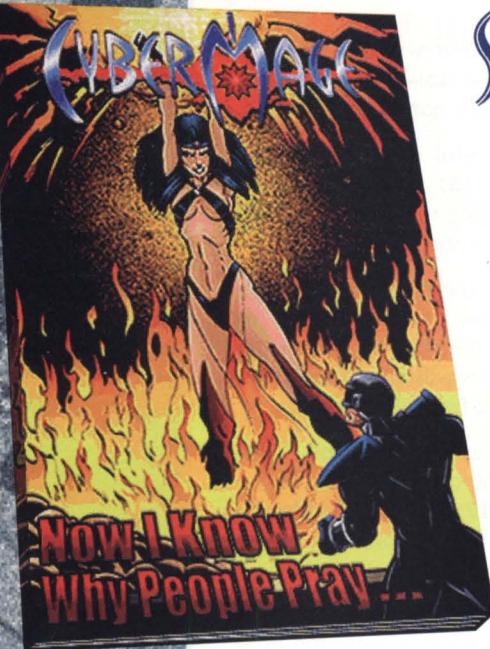
23,24 Eventually, when the area is cleared, you want to fly through the Psimaster-guarded moving block at (23), and into the entryway to the temple at (24). Claim the goodies stored on the high ledge in the entryway, then fly down and surrender your Icon Wings on the altar. This will advance you to the next scene.

THE GARDENS: LEVEL 4



SCENE 9: The Temple

WITHIN THE DIM FASTNESS OF THE MYSTERIOUS "TEMPLE," YOU AT LAST DISCOVER THE FINAL SECRETS OF THE DARKLIGHT...



... You disrupt an unholy "sermon" by a Sri-Feng adept exhorting NeCrom's Cultie followers to seek you out and destroy you. Then, you come into a high chamber where the beautiful and cruel Firemother taunts and tempts you.

As you make your way through the bewildering labyrinth of stairs and corridors, you uncover many secrets and treasures, including the potent Darklight Foil, which you wrest from its Sri-Feng guardians. You face and conquer still more alien adepts as you wend your way through the wing of the Temple that houses the Sri-Feng.

Then, incredibly, the Sri-Feng stop attacking you and approach you, seeking to parley. They tell you that they consider NeCrom an abomination — a failed experiment that should never have been allowed to happen — and they want to help you vanquish him. The Firemother appears to you again, and tells you that though she prefers you to NeCrom as her consort, you have no hope of winning against your enemy in the end. The Earthmother, however, speaks to you in a vision and exhorts you to hold firm to your purpose.

At last you gather the two Eyes of Fire, the mysterious gems that allow you to approach the mystical Well of Darkness, where NeCrom waits. The Firemother presents you with a gift, though she believes you are going to certain death, and the three Sri-Feng see you off as you go to face your final test against NeCrom himself.

Tactics

There's nothing in this scene that you haven't faced before with less power than you have now.

Your Nova power is extremely seductive — you'll be tempted not to use anything else. And, in fact, Nova is the best option in the vast majority of encounters in the scene. Two words of caution, however.

First, make sure you have enough room to use your Nova safely. If you're within the blast radius of your target, Nova can be just as dangerous to you as to your enemy.

Second, Nova is a Power hog. Watch your Power levels, and if they're getting low give yourself some time to recover.

New and Unique Items and Powers

Nova Power Icon at 27

Icon Dragon at 27

Power Scanner at 48

Life Scanner at 48

Darklight Foil at 67

Walkthrough

1,2 From the entrance, make a right and go up the first stairway you come to (1), which takes you to Level 3.

Then proceed down the hall to the balcony at (2), where a Sri-Feng "priest" is haranguing a group of Culties. You discover that you are the topic of today's sermon.

SRI-FENG: O BRETHREN, ARISE! THE OUTSIDER IS AMONG US ONCE AGAIN! HE WEARS THE MARK OF THE MARA-TACH-MANG UPON HIS BROW. WE MUST SEEK HIM OUT AND DESTROY HIM! DESTROY HIM! HE HAS BLASPHEMED THE MARA-TACH-MANG! DESTROY HIM! HE IS UNHOLY AND VILE! DESTROY HIM! HE HAS USURPED THE POWER OF THE MARA-TACH-MANG!

3 Jump over the balcony down to the floor at (3). Clear out the Culties, but leave the Sri-Feng alone for now. Use the pillars and partitions of the hall for cover, and move quickly whenever you have to go out in the open.

4,5,6 Go down the stairs at (4) and press the button at (5) to raise the block. Then go back upstairs and around to where you can jump to (6) and claim the Ice Stone.

7,8,9,10,11 Now go back to the start and up the stairs at (7) to Level 4. Go down the hallway (8) and take the stairway at (9) down to Level 2. You're just around the corner from the grand hall at (10). When you enter the hall, you meet the Firemother, who addresses you from the balcony (11).

FIREMOTHER: WELL, WELL... WE MEET AT LAST...

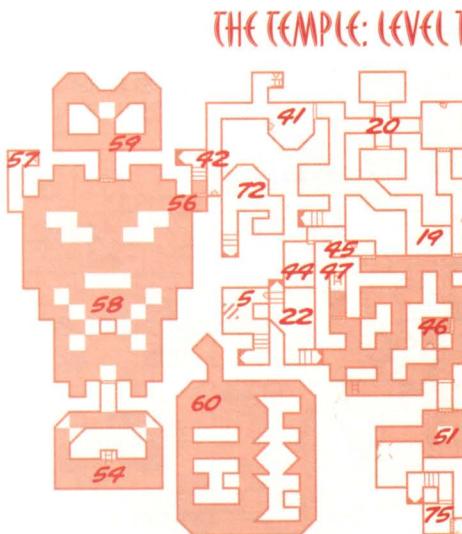
I AM FIREMOTHER. AND THE POWER OF THE DRAAK-MANG IS MINE TO COMMAND! JOIN ME, AND TOGETHER WE SHALL VANQUISH NECROM!

I HAVE TAUGHT HIM WELL, THOUGH THERE IS NO FIRE WITHIN HIS BREAST, ONLY THE COLD, BLACK BLOOD OF DEATH FROZEN IN HIS VEINS. HE HAS LEARNED TO MASTER THE DARK, THE ALL-POWERFUL MANG, BUT HE IS UGLY. EACH DAY HIS FLESH TURNS TO ROT, AND HE IS SUSTAINED ONLY BY THE POWER OF THE DRAAK-MANG. BUT YOU HAVE THE FIRE WITHIN YOU, THE MANN-RA.

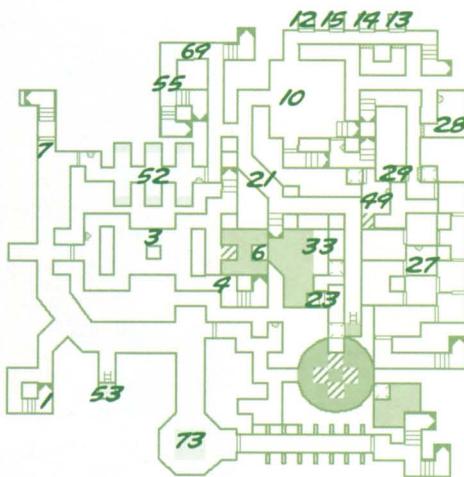
YOU ARE WHAT FIREMOTHER CRAVES! JOIN ME, AND I SHALL GIVE YOU POWER BEYOND YOUR DREAMS. BUT WAIT... I SEE HESITATION IN YOUR EYES... I FEEL SUSPICION IN YOUR HEART... PERHAPS FIRST I MUST PROVE MYSELF A WORTHY MISTRESS.

PREPARE YOURSELF, YOUNG WARRIOR OF THE DARKLIGHT. PREPARE TO FEEL THE POWER OF THE DRAAK-MANG!

At this point she'll throw a Nova at you (if for some reason you still don't have this power, you can acquire it by letting the spell graze you). Dodge the attack and duck



THE TEMPLE: LEVEL 2



back under cover, but just far enough that the Firemother stops blasting and resumes talking.

FIREMOTHER: HA HA HA! YOU TREMBLE BEFORE THE POWER OF FIREMOTHER. YOU KNOW THAT THE DARK CAN CONSUME THE LIGHT! DO YOU NOT SEE THAT IT IS THE DRAAK-MANG YOU SEEK? DO YOU NOT REALIZE THAT IT IS FIREMOTHER YOU DESIRE? WE SHALL MEET AGAIN.

Firemother vanishes, and all her little Cultie boyfriends up on the balcony start blasting away at you. Duck under the balcony in the direction of (12).

12-15 The four little rooms in this hallway are teleports. They're not complicated, but they can be confusing the

first time through. You can't just walk down the hallway — that will teleport you back to the entrance. Entering (12) takes you to (13), where you can walk to (14), but doing so causes the secret doors to open and the Culties inside to come after you. When you enter (14) it transports you to (15), where you push the concealed button on the back wall. You can now get back in (12), teleport to (13) and walk up the stairs.

16,17 The hallway on Level 3 is a gauntlet guarded by Culties, wall guns and moving blocks. Run past the first two blocks, push the concealed button at (16), and then run past the next two blocks. At (17) is the Cherry Stone, plus two Icons to restore your Health and Power to full. You'll have to run the gauntlet again on the way out. Go to the end of the hall and up the stairs to Level 4.

18 The trick to getting the Skull in the middle of (18) is simpler than you might think — just avoid walking on any of the carpets. The carpets are all teleports that will transport you to the outer edges of the room. Actually maneuvering past the carpets, however, is a rather delicate operation. (Looking down might help.)

Once you grab the Skull, pull the lever on the wall to open the door. Hurry out — the door is only open for a few seconds.

19 Optional: Take the stairs back down to (10), then cross the room and go down those stairs to Level 1. Kill the Legion of Doom at (19) to get the Iron Key.

20 Optional: Use the Iron Key to release the Gennos in the three cages at (20). Each Geno guards some replacement armor. In the largest cage is a concealed button that opens a secret passage leading to the toxic sewers. Halfway down the passage is another button that will open the far end of the passage. We'll get to the sewers later.

21,22,23 Go back to Level 2 and down the hallway at (21). Go through the sunken chamber at (22) and place the Skull in the alcove at the top of the stairs at (23) to open the way to the chamber with the four moving columns.

24 Jump across the columns to the chamber at (24), kill the Legion of Doom on guard there, and push the button on the far wall.

25 Leap across the columns again, to the raised platforms at (25). Jump around the corner to get the Stone Block.

THE TEMPLE: LEVEL 3

26 Leap across the columns for the last time, to (26), and place the stone block in the bas-relief carving there. Then, go down the stairs to the Sri-Feng quarters.

27 Make your way through the Sri-Feng wing until you get to the treasure room at (27), and hit the concealed button on the wall. In another nearby treasure room are several powerful Icons, including one that will give you the Nova power (if you've somehow come this far without it).

28,29 **Optional:** Go down the hall to (28) and punch the button on the wall. Run across the hall to (29) and take the lift up.

30,31 **Optional:** You're now in a square area with four lifts going up to four chambers, each holding some 90-Point Armor. In the chamber at (30) is a button that will open the way to the hall at (31). There are two ways out of the area. One is to walk down the hall at (31) until the alcove near the entrance opens, then run back and punch the button to take the lift down. The other is to jump through the gap at the far end of the hall.

32,33 **Optional:** If you jump down from (31), you'll come out in the area at (32). It holds a lift down to (33) where two Sri-Feng lurk on the balcony over (22).

11 After you're finished with all your detours, come back through the Sri-Feng wing until you get all the way through to the stairs that lead up to (11). You can now clear out the Culties that still lurk there face-to-face.

34 Go through the room opposite (11) and push the button to move the block, then enter (34). When the Spectre that haunts the room is dead, the exit will open.

35-37 Go around to the room at (35) (it's protected by wall-guns). If you keep moving continuously, you can probably avoid most of the crossfire. Push the button on the far wall (36), then go out to the balcony at (37), where you can claim the Moon Stone.

38 Go back to (11) and through the door to the chamber at (38), where you'll meet your first three friendly Sri-Feng.

SRI-FENG #1: STOP HIM!

#2: HE KNOWS NOT THE DANGER!

#3: WE ARE HERE TO HELP YOU!

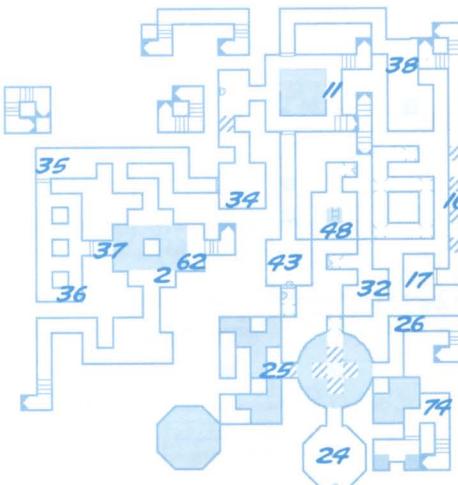
#1: WE ARE HERE TO SAVE YOU FROM YOURSELVES!

#2: THE NECROM IS HIS ENEMY.

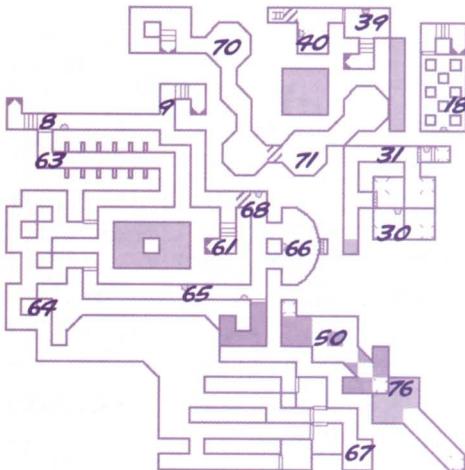
#3: HE MUST NOT BE ALLOWED TO CONTINUE.

#1: HE SEEKS TO DESTROY US!

Despite their trepidation, the aliens leave you alone as you take the stone block out of the room.



THE TEMPLE: LEVEL 4



IT IS THE WAY OF THE MARA-TACH-MANG. THE DARK AND THE LIGHT.

YOU CANNOT DEFEAT NECROM, FOR HE IS THE TRUE MASTER OF THE DARKLIGHT, AND YOU WILL SACRIFICE YOURSELF IN VAIN.

YOU CANNOT DESTROY THE DARKNESS, FOR IT LIVES BY THE POWER OF THE DRAAK-MANG, AND THE MANN-RA CANNOT EXTINGUISH THIS FLAME.

She vanishes, and you can open the two doors that lead to the lift.

44-47,48,49 **Optional:** Before going any further on your main quest, take a little detour that leads to one of the best treasures in the game. Start by jumping down the trap doors to (44) on Level 1 and kill the Spectre there.

Go through the panel on the wall to the tunnel at (45) and push the button on the wall. Open the door at the other end that leads to the toxic sewers. Put on your Jump Belt, which will allow you to hover over the sewers safely.

Go to (46) and push the button there, then to (47), where there's a ladder that leads up to (48) on Level 3, which holds a plethora of useful items.

Take the lift down to (49) on Level 2. As soon as you step off the lift at (49) the ceiling starts to descend to crush you. Move as quickly as you can to push the button and escape over the moving block into the Sri-Feng quarters. From there, return to (43).

50 Take the lift up to (50), on the top level. Use your Jump Jet to stay safely above the lava. The Earthmother's voice will come to you in a vision, with words of encouragement.

EARTHMOTHER: BEHOLD YOUNG AND NOBLE WARRIOR.

WITH POWER BOTH STRONG AND MIGHTY,
FROM ANGEL'S BOND IS DRAWN THE LIGHT,
WITH FATE ENTWINED MOST TIGHTLY!
ALL GOLDEN DOORS ARE CLEAVED IN TWIN
ONE PATH TO FAIL, ONE RIGHTLY,
REMEMBER WELL THE SACRIFICE,
LEST DEMON'S CHILD ENTICE THEE!

39,40 Go up stairs to (39) and place the stone block in the bas-relief to open the door to (40). Push the button to move the sliding block, which gives you access to the shaft.

41,42 The shaft leads all the way down to Level 1 at (41). Kill the two Spectres, and push the buttons at (41) and (42). Then go back to the ladder, push the button and climb back up to Level 4.

43 Go back to (11) and down the hall to (43), jumping over the trap doors. At (43), the Firemother awaits you.

FIREMOTHER: I HAVE THE POWER TO DESTROY YOU, BUT I CANNOT. YOU WERE BORN TO WED THE DARKNESS.

ALONE EMBRACED BY SHADOWED NIGHT,
DARK ENEMY SWORN TO FIGHT THEE,
BEWARE THE FLAME THAT BURNS THE HEART,
FOR IT WILL RISE TO SMITE THEE!

LISTEN NOT TO THE WORDS OF DARKNESS, O NOBLE WARRIOR! THE TONGUE OF DARKNESS FOREVER TWISTS THE METAL OF THE TRUTH. REMEMBER THE SACRIFICE. REMEMBER THE REBIRTH... THIS IS THE WAY OF THE LIGHT!

51 Take the lift all the way down to (51) on Level 1, where you can get the first Eye of Fire. Once you have the Eye, you can venture into the toxic sewers.

52 Turn left as soon as you enter the sewers, and climb up the ladder to Level 2. Take the passageway that leads to the burial chamber at (52). Kill the guardian Spectre and take the two powerful Darklight Icons there.

53,54,55 Go past the Start, to (53) and down the shaft to (54). Kill the Spectre down there and grab its icons. Then, go up the ladder, back past the entrance, through the crypt, and over to the stairs at (55).

56-58 Go down the stairs to (56) and float (using your Jump Jet) across the chamber to the button at (57), then claim the second Eye of Fire at (58). Expect one of the toughest fights of the game against the seven Spectres that haunt the chamber. (You can get through this room by outrunning the Spectres, but in doing so you forfeit more than 100 points of Life that you could pick up from the Spectres' Mara.)

59,60 **Optional:** In the center of the upper wall is an invisible door that leads to a room shaped rather like the letter B. (You may notice that the chamber at (54) is shaped like a D — an astonishing coincidence, considering who designed this game.) At the center of the B is a teleport that will take you to (60), a secret room with a sentimental message. An Icon Wings can be found tucked away in the H, and the teleport out is the dry spot under the first M, which transports you to the Start.

Options. Before you exit this scene, you may want to go back and explore some of the places you might have missed the first time through.

7,8,61,62 **Optional:** Start by going up the stairs at (7) to reach (8), and then around to the stairs at (61), which take you to (62), where you can dispose of the Sri-Feng "preacher" face-to-face.

8,63-66 **Optional:** Push the button at (8), which opens the way to a gauntlet of moving walls at (63), with wall guns just around the corner. This is followed by a dark area, where you'll have to navigate by Automap. Watch out for (64), which will teleport you to a spot near where you entered the dark maze. At (65), push both buttons on the wall. At (66), three very *unfriendly* Sri-Feng guard the Darklight Foil.

67 **Optional:** You can also go past (64) and clear out the prison area beyond. Despite its clangy door, the room at (67) is completely inaccessible and completely empty, so don't waste your time on it.

68 **Optional:** You can use the switch at (68) to leave the area without having to go back through the gauntlets.

69,70,71 **Optional:** Now, go back down to (7) and through the crypt to the stairs at (69), which lead up to (70) at the top level. To open the moving block that leads to (71), you have to back up to the wall directly across from the entrance inside the upper room, then dash down the hall and over the block before it closes. In (71) are a pair of Spectres guarding a large cache of rockets.





3,72 Optional: Go back to the Start and through (3). Take the stairs that lead down to (72). A Spectre is guarding two useful Icons, but you can't just grab them and run. The door will seal behind you and you'll have to kill the Spectre before it will re-open.

We now return to our regularly scheduled adventure.

73 Go back to the Start and down to the chapel at (73). Put the Eyes of Fire on the pillars by the altar. This will open the exit, where you'll have to navigate through a shifting gauntlet of sliding and dropping walls and blocks.

74 Go up the stairs to (74), where the Firemother is again waiting for you.

FIREMOTHER: NECROM WAITS FOR YOU IN THE WELL OF DARKNESS. HE KNOWS THAT YOU ARE DRIVEN TO FIND HIM. HE KNOWS BECAUSE HE IS THE DARK, AND YOU ARE THE LIGHT, AND THE TWO ARE FOREVERMORE BOUND TO EACH OTHER. DO YOU YET SEE THAT WE ARE ALSO BOUND TO EACH OTHER? THAT IS WHY I LONG FOR YOU, AND CANNOT DESTROY YOU.

BEWARE THE FIRE OF THE DRAAK-MANG. IT SUSTAINS NECROM, AND MAKES HIM INVINCIBLE, AND IT WILL EXTINGUISH THE MANN-RA WITHIN YOU.

SO YOU WILL REMEMBER THE LOVE OF FIREMOTHER AS YOU BREATHE YOUR LAST, I HAVE PREPARED A GIFT FOR YOU. IT LIES IN THE NEXT CHAMBER. MAY IT SERVE YOU WELL.

75 Claim the gift, then go down the stairs to (75) on Level 1. From outside the room, you can hear three Sri-Feng talking about you.

SRI FENG #1: SUCH A CONFUSION WITHIN HIM.

#2: THE MARA-TACH-MANG WAGES WAR WITHIN HIS MIND.

#3: WHY DOES THE HUMAN NOT SEE? THE NECROM IS A MISTAKE, AN ACCIDENT BEYOND OUR CONTROL. WE NEVER INTENDED TO UNLEASH SUCH A CREATION UPON HIS KIND.

#1: HE DOES NOT SEE WE HAVE BEEN TRYING TO STOP THE NECROM!

#2: BUT WAIT! I SENSE HE IS NEARBY.

#3: LET US TRY TO EXPLAIN ONCE MORE.

(OPEN DOOR)

#2: MASTER OF THE DARKLIGHT, WE HAVE TRIED TO TEACH YOUR KIND ABOUT THE MARA-TACH-MANG.

#1: BUT THE NECROM HAS DECEIVED US.

#3: WE WERE BUILDING AN INSTRUMENT TO STOP HIM, THE DAUM-MARA-GAAN WHICH YOU TOOK FROM US. IT WAS NOT YET COMPLETE.

#2: IT WAS THE ONLY WAY TO DESTROY HIS CRYSTAL OF THE DARKLIGHT POWER.

#1: NOW WE HAVE NO WAY TO OVERCOME HIM.

#3: THE CRYSTAL GIVES HIM GREATER CONTROL OF THE DARKLIGHT THAN EVEN OUR OWN.

#1: WE HAVE CREATED A DA-GOR-RA, A MONSTER.

#2: YOUR POWER OF THE MARA-TACH-MANG MAY VANQUISH HIM.

#3: HE IS HERE, IN THE WELL OF DARKNESS.

76 Take the lift all the way up to Level 4 and walk right out into (76), the Well of Darkness. On the way down, you hear:

NECROM: I WAIT FOR YOU!

SCENE 10: NeCrom's Lair

PASSING THROUGH THE EXTRADIMENSIONAL WELL OF DARKNESS, YOU EMERGE IN NECROM'S INNER SANCTUM...

... a sinister construct of half-alien technology. After running the first gauntlet of automated weaponry, you come to NeCrom's chamber of the Draak-Mang, the source of the energy that makes NeCrom invulnerable. The Darklight adept himself waits to defend the source of his power. You pit your own Mara-Tach-Mang against NeCrom's Draak-Mang, and reduce the Draak-Mang to nothingness. NeCrom flees.

You comb the lair, searching for the enemy. You find two extensively stocked (and heavily guarded) Legion of Doom arsenals, but not NeCrom. In a remote corner of the complex your enemy re-appears to taunt you, but vanishes when you counterattack.

At last, back in the chamber of the Draak-Mang, you and NeCrom meet for the final showdown. In the end, your powers prove sufficient, and as NeCrom crumbles to dust before you, his DarkLight gem rises into the air and vanishes before your eyes.

Tactics

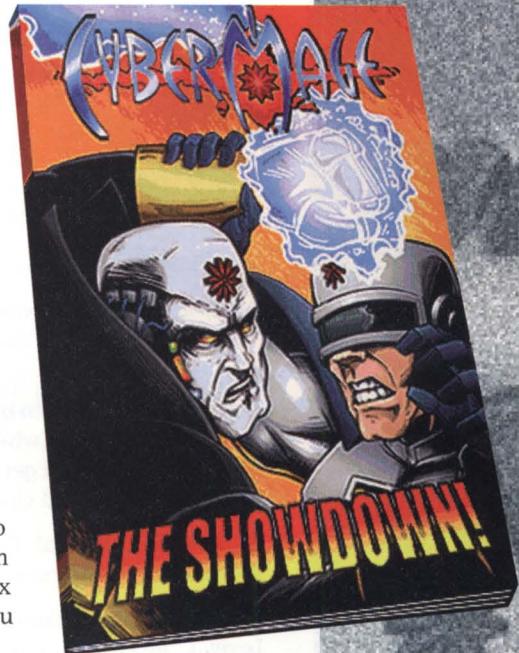
Be on the lookout for invisible enemies. The Drones on this level are all invisible, and devilishly hard to hit. Use a Nova or similar area attack. There's also at least one invisible Legion of Doom that attacks you.

Don't hold back all those mystical objects and ammo supplies that you've been carefully saving for the last five scenes — this is what you've been saving them *for*. Plus, there's plenty more in the two Legion of Doom armories if you do run out of anything. So whatever you come up against, just blast it with everything you've got. This is especially true for NeCrom himself.

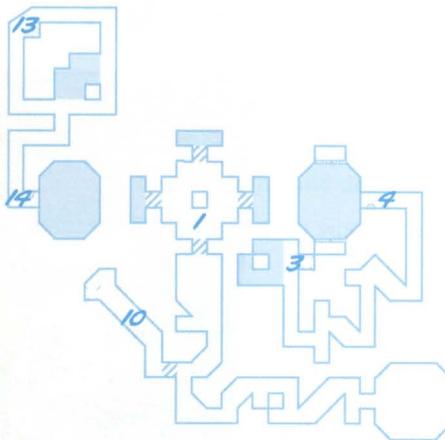
Walkthrough

1 You land in the center of NeCrom's entry chamber. Make your way through the gauntlet of wall guns to (1).

In the center of the room is the red spirit that represents the essence of the Draak-Mang, defended by NeCrom himself.



NECROM'S LAIR: LEVEL 3



NECROM: YOU HAVE COME TO ME AT LAST. THIS TIME YOU WILL NOT ESCAPE SO EASILY! THE CRYSTAL YOU WERE GIVEN BELONGS TO ME. IT WAS NOT INTENDED FOR YOU. I WILL CORRECT THAT MISTAKE.

To defeat the spirit, you must walk up onto the platform and stand inside the Draak-Mang energy. (For now, ignore NeCrom.) When the bottom of the screen reads "Neutralizing," you know you're standing in the right place. Use your Icon Protect — it *will* protect you from damage from the Draak-Mang. When the Draak-Mang is completely gone, NeCrom flees. The walls shift, opening the way to Level 2.

Optional Armories: In both the armory rooms, attack the side away from the Darklight Icons first. That way, when you run out of energy you can turn around, claim the Power +1000 Pyramid, and get an instant refill. In this armory room there's no way to get up to the platforms and claim the Mara of the four attacking LOD.

2,3,4,5 Optional: Go around and push the button at (2), then ride the lift up to (3). Go to (4) and push the button, then go down to the armory room at (5).

6,7,8,9,10 Optional: Go to (6) and push the button. Take the lift down to (7) on Level 1. At (7) is a teleporter that will take you to (8). Defeat the Legion of Doom guardians, push the button and take the lift up.

Optional: Jump off the lift as you pass (9) (it won't stop) and claim the armor stored there. Get on the teleport pad which will take you back to (8). Push the button for the lift again and ride all the way up to (10). Go back to (1) and jump down to Level 2.

11 At (11) NeCrom will come out again to taunt and attack you.

NECROM: SOON I SHALL CONTROL THE EARTH. EVEN THE SRI-FENG FEAR ME NOW. THEY KNOW THAT THE DARKLIGHT CRYSTAL GIVES ME THE GREATER POWER. THEY SOUGHT TO BETRAY ME, TO DESTROY ME! BUT I AM NECROM! I AM INVINCIBLE! NOW I WILL DESTROY THEM, INSTEAD. I WILL UNITE THE EARTH AGAINST THEM. WE WILL CRUSH THEM AS THEY WOULD CRUSH US.

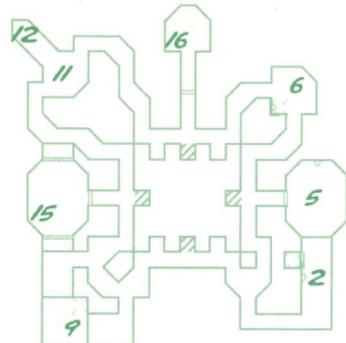
YOU HAVE INTERFERED WITH MY PLANS FOR THE LAST TIME. IT IS ONLY A MOMENTARY SETBACK. I SEE IT ALL SO CLEARLY. I AM A GOD! I HAVE RISEN FROM THE DEAD! MINE IS THE POWER! EVERYTHING IS MINE FOR THE TAKING! FIRST THE CITY, THEN THE WORLD!

When you counter-attack he'll run away, to await the final battle at (1).

12,13,14 Optional: Go to (12) where you'll teleport to (13). You'll be attacked by an invisible Legion of Doom. Push the button at (14) and return to (11).

15 Optional: The second armory room (15) should play exactly like the first, except these LoDs are on your level, so you can claim their Mara when

NECROM'S LAIR: LEVEL 2



NECROM'S LAIR: (LEVEL 1)

they fall. You can even maneuver them so they get in each other's line of fire, if you're cagey.

Once you've cleaned out the rest of the complex, it's time for the final battle. Make sure your Life, Health and Armor are all at full. Your Icon Cloak and Icon Protect will help you in the upcoming battle. Return to (1) and face NeCrom.

NECROM: ONCE I CONQUER THE SRI-FENG, I WILL POSSESS THE SECRET OF INTERSTELLAR SPACE FLIGHT. SOON THE ENTIRE GALAXY WILL BE MINE! I AM IMMORTAL! I SHALL RULE FOREVER! NOT EVEN YOU CAN STOP ME, CYBERMAGE! FEEL THE POWER OF NECROM!!

Hit NeCrom with everything you've got for as long as you can. Eventually he'll go down. You'll see him crumble and his jewel rise and disappear.

16 When NeCrom dies the door to (16) opens. There's a teleport pad there to take you to a safe place where friends new and old are waiting for you.

7

8

EPilogue

KATT: YOU'VE DONE WELL, CYBERMAGE. NECROM HAS BEEN DEFEATED. THE WORLD IS SAFE FROM HIS INSANITY.

THE SRI-FENG WERE TRYING TO STOP HIM ALL ALONG. THEY NEVER WERE A PART OF HIS ATTEMPT TO CONQUER THE WORLD. HE WAS JUST AN EXPERIMENT GONE AWRY.

SRI-FENG #1: NOW THAT NECROM IS NO LONGER A THREAT, WE CAN HELP YOU REBUILD YOUR WORLD.

#2: YES, WE WILL HELP YOU REPAIR THE DAMAGE THAT WE INADVERTENTLY CAUSED.

#3: IT IS CLEAR WE STILL HAVE MUCH TO LEARN ABOUT YOU.

#1: WE WILL HAVE TO MAKE SURE THAT THIS DOES NOT HAPPEN AGAIN.

KATT: YOUR POWERS OF THE DARKLIGHT CAN HELP US SEE THAT IT DOESN'T.

SRI-FENG #2: WE HAVE DESTROYED THE NECROM'S EXPERIMENTS.

#3: HUMANS WERE NEVER MEANT TO HAVE THE POWER OF THE DARKLIGHT.

#1: ALL KNOWLEDGE OF HOW THE CRYSTALS WERE MADE HAS BEEN LOST.

#2: THERE WILL NEVER BE ANOTHER ONE.

KATT: YOU ALONE NOW WIELD THE POWER OF THE DARKLIGHT CRYSTAL. YOU WILL HAVE TO BE CAUTIOUS. THE SRI-FENG ARE AFRAID OF YOU. THEY REMEMBER WHAT HAPPENED WITH NECROM, AND FEAR THE SAME THING MIGHT HAPPEN WITH YOU. THEY SAY IT IS THE WAY OF THE MARA-TACH-MANG, THEY SAY THE LIGHT CANNOT EXIST WITHOUT THE DARK, AND THAT ONE DAY, THE DARKNESS WILL RISE AGAIN.

(CUT TO EARTHMOOTHER STANDING BEFORE NECROM'S CRYSTAL.)

EARTHMOOTHER: NECROM'S CRYSTAL!

FIREMOTHER (SNATCHES CRYSTAL): SORRY, MY DEAR SISTER, BUT YOU'LL HAVE TO GET YOUR OWN!

127

NeCrom's Lair



GREAT HINT BOOKS FOR ELECTRONIC ARTS® GAMES!

Get the full inside scoop! Every book includes maps, hints, stats, strategy tips and a complete walkthrough of one of your favorite Electronic Arts games! Only official Electronic Arts books can tell you everything about our games — accept no imitations!

ORIGIN's Official Guide to Wing Commander IV (224 pages) (10118)	\$19.95
ORIGIN's Official Guide to CyberMage (128 full-color pages) (10100)	\$14.95
ORIGIN's Official Guide to Crusader (192 pages, 96 in full color) (10101)	\$19.95
ORIGIN's Official Guide to BioForge (224 pages, 32 in full color) (10076)	\$19.95
ORIGIN's Official Guide to Wing Commander III (Includes <i>Behind the Screens</i> CD) (10094)	\$24.95
ORIGIN's Official Guide to Wings of Glory (Includes <i>Flight Recorder</i> disk) (10039)	\$19.95
The Official Guide to Jane's AH-64D Longbow (224 pages) (10115)	\$19.95
The Official Guide to Jane's Advanced Tactical Fighters (224 pages)	\$19.95
Bullfrog's Official Guide to Magic Carpet (320 pages) (10119)	\$19.95
Bullfrog's Official Guide to Gene Wars (224 pages) (10120)	\$19.95

MORE EXCITING HINT BOOKS, ONLY \$14.95 EACH:

Fade to Black (7619)
System Shock (10062)
Wing Commander Armada (10075)
Pacific Strike (10018)
Privateer (6660)
Strike Commander (6659)
Noctropolis (7530)
Shadowcaster (6912)
Ultima VIII (10031)
Ultima VII, Part Two (6658)
Ultima VII (6661)
Ultima Underworld II (6657)
Ultima Underworld (6662)
Martian Dreams (6691)

CAN'T GET ENOUGH OF WING COMMANDER? CHECK OUT THESE WC NOVELS FROM BAEN:

Freedom Flight (6708)	\$4.99
End Run (6709)	\$4.99
Fleet Action	\$4.99
Heart of the Tiger	\$5.99

NEW BOOKS FROM EA SPORTS:

PGA TOUR 96 Player's Guide (7632)	19.95
Madden NFL 96 Player's Guide (7653)	19.95
FIFA Soccer 96 Player's Guide (7633)	19.95
NBA Live 96 Player's Guide (7651)	19.95
NHL 96 Player's Guide (7652)	19.95

HINT BOOKS FOR OUR CLASSIC TITLES:

Ultima VI (6689)	\$12.95
The Savage Empire (6690)	\$12.95
Ultima V (6688)	\$12.95
Ultima III (6686)	\$12.95
Wing Commander I & II (6710)	\$18.95
Ultima: The Avatar Adventures (6711)	\$18.95
Ultima VII and Underworld (6712)	\$18.95
Quest for Clues: The Manual of Swords (VI) (6706)	\$16.95
Quest for Clues: The Book of Orbs (V) (6705)	\$16.95
Quest for Clues III (6703)	\$24.99
Official Book of Ultima, 2nd Edition (6707)	\$12.95

Available at your favorite software or book retailer, or call 1-800-245-4525
anytime for MC/VISA/DISCOVER. (Prices subject to change.)

For more details about every book, plus exclusive screenshots and previews
of all our games, surf the ORIGIN Home Page:

<http://www.ea.com/origin.html>

©Copyright 1995, ORIGIN Systems, Inc. Origin and We create worlds are registered trademarks of ORIGIN Systems, Inc. All titles are trademarks or registered trademarks of ORIGIN Systems, Inc., Electronic Arts or Bullfrog Ltd.

 **ORIGIN**
We create worlds.

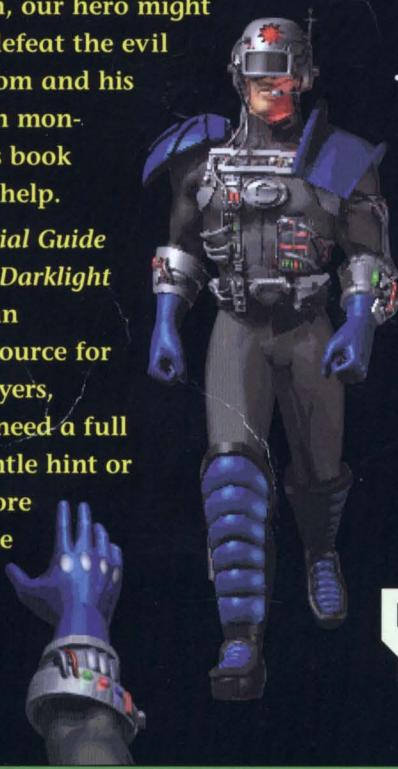
An Electronic Arts® Company
5918 W. Courtyard Dr. Austin, TX 78730

DO YOU HAVE WHAT
IT TAKES TO BE A
SUPERHERO?

Fans of the games of D. W. Bradley know that his work combines fascinating plots and background, non-stop action and clever puzzles. *CyberMage: Darklight Awakening* continues this tradition.

Despite the incredible power of his alien Darklight gem, our hero might need help to defeat the evil plans of NeCrom and his hordes of alien monstrosities. This book provides that help.

ORIGIN's Official Guide to CyberMage: Darklight Awakening is an invaluable resource for *CyberMage* players, whether they need a full solution, a gentle hint or just a little more insight into the game's background and creation.



US \$14.95
CANADA \$19.95

CATEGORY:
COMPUTER BOOKS
GAME BOOKS



© 1995, David W. Bradley and ORIGIN Systems, Inc. All rights reserved. Origin and We create worlds are registered trademarks of ORIGIN Systems, Inc. CyberMage is a trademark of David W. Bradley. Darklight Awakening is a trademark of ORIGIN Systems, Inc. Electronic Arts is a registered trademark of Electronic Arts.



- Complete, illustrated guide to every opponent, weapon and item.
- Hint sections for those who just need a little help.
- Complete maps of every area of the game, showing not only the layout, but also the starting location of every monster and item.
- Detailed walkthroughs showing the most direct path to beat the game.



ORIGIN®
We create worlds.™

An Electronic Arts® Company

5918 W. COURTYARD DR.
AUSTIN, TX 78730

EA 10100

Made in the U.S.A.



9 780929 373256